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3DO

Magazine

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E3 '96: 3DO?

As predicted last issue, the 3DO/M2 presence at E3 could hardly be lower. M2 failed even to make an off-site presentation, whereas 3DO I was limited to a few games hidden away on the vast, PC dominated Panasonic stand. Bill Gardner, vice-president of Panasonic Interactive Media, made clear the company was very much a "multi-format" publisher. Six PC titles were on the way, including 3DO conversions *Cyberdilla* and *Lucienne's Quest*, as well as *Golden Gate* and *Baldies* which were intended for 3DO but have now been dropped, plus *Isis* which might still arrive.

Nevertheless, Panasonic's 3DO line-up exactly matched the PC one with another six titles. Two of the games, *Olympic Summer Games* and *Olympic Soccer*, were licensed from US Gold – Panasonic is a sponsor of the Atlanta Olympics – but four were original.

Cyberdilla has long resided in our Coming Soon section as a Damm send-up, featuring a half armadillo/half cybernetic hero armed with a plunger as he takes on 40 levels and ten types of comic characters. Panasonic promise this should ship any day. Also imminent is *Lucienne's Quest*, by Micra Cabin in Japan, it was acclaimed by one US magazine as the best 32-bit game yet. It's a huge RPG with a 20 magical weapons, a fully 3D landscape and four different camera angles to appreciate the visuals.

Due in July is *Obelisk*, a *Myst*-type



Lucienne's Quest



Obelisk



Olympic Games



Magic Carpet II

adventure with high-res pictures and same 28 mind bending puzzles. Your quest takes you through ancient Egypt, Tibet and Mayan worlds, all historically accurate, as well as a space station and the mythical, lost city of Atlantis.

Finally, there's *Ultimate Martial Kombat 3* with its 19 characters, 2 bosses, 13 backgrounds and a variety of combat modes, including an 8-player tournament mode. This was on show and is due for an August release date.

M2?

While deprived of the spectacular demos which surrounded M2 at the last E3, Gardner insisted the system was still on track. "We want this to be the absolute best. It's got to have the best performance and the best games. It's got to rise above the competition. But to achieve that we need to have more than just the tools available to do it. We've got to have a very clear vision of what this product is and what software will be surrounding it. The investment is there, the technology is there but all that takes time."

Behind the scenes, 3DO responded to claims that the hardware was being redesigned by saying it was always a scalable technology – with a variety of options available to who ever bought it. Currently, Matsushita are considering adding a second PowerPC CPU, doubling the clock speed from 66MHz to 132MHz and almost certainly increasing the SDRAM from 4MB to an incredible

8MB, ensuring a giant leap over its competitors, including N64. The option of including a quad-speed CD-ROM Drive is also being looked at, along with MPEG2 for DVD. Some elements may even be lifted from MX, which is apparently not a next-gen system but instead a PC and arcade oriented upgrade, which doubles the M2's performance by upgrading the graphics chipset. Beyond MX, S42 is the title currently attached to the past 64bit system destined for release in three to five years' time.

M2 itself is still set for a Japanese release in the "last quarter of this year" according to Gardner, with a public unveiling due at the September E3 in Japan. One intriguing new idea is that the console might be followed by a hobbyist's development system. Sony has recently announced a \$1,200 Let's Create hobbyist's devkit for the PlayStation, but even before that 3DO had been trawling internet usergroups for reaction to a cheap, 'garage' devkit for M2. 3DO inventors RJ Mical and Dave Needle's experience with the Amiga has left them with a strong regard for what young coders can accomplish, and many at 3DO have felt frustrated at the restrictions imposed by the expensive, Mac-based professional devkits currently in use for 3DO I and M2. Moreover, unlike a conventional console, 3DO have been sub-licensed by Matsushita for the rights to release devkits themselves. More news as we get it...

M2 Dream List

This is the latest list of M2 titles in development, games in bold are intended to be ready at or near the machine's launch. As with all such lists, a degree of scepticism is vital. To those in the know, the breakdown is a fairly believable indication of where M2 development kits have actually been shipped and the games slated for being produced on them. How much work has actually been carried out is less certain, especially as Matsushita's marketing plans and even the final hardware specs remain clouded in mystery. Still, M2's basic spec seems fairly close to the high-end PC graphics cards due to start arriving in late '96, so targeting mouth-watering next gen titles such as *Need for Speed 2* for PC and M2 is quite feasible.

There are also a large number of third-party licensees whose game plans are unknown such as Asmik, Crya, Genki, Glams, Gremlin, Headsink, High-Tech Lab, Imagineer, Infogrames, Jaleca, Koei, Micra Cabin, Micronet, Pack-In-Video, Sala,

Sanai, Takara, Taito, Team 17 and Tomy Tase. All in all, it's a highly impressive indication of 3DO and Matsushita's ability to get people onboard with the project despite the startling lack of public razzmatazz.

Activision: *Mechwarrior II*.

ALG: *Shining Sword* and one untitled game.

Blue Byte: *Battle Isle*.

Bullfrog: *Magic Carpet II*.

Capcom: One game, title unknown. *SFII*?

Crystal Dynamics: *Race Game*, *M2 Baseball*, *Gex 2*.

DID: *Eurofighter 2000*.

Electronic Arts: *Madden '98*, *Need for Speed 2*, *NHL Hockey '97*, *Road Rash*.

id: *Quake*.

Interplay: *Clayfighter 3*, *Descent M2*, *Realms of*

Valar, *Rock n Roll Racing*, *VRSports*.

Kanami: *M2 Arcade conversion*.

Millennium: *Killer*, *Super Bikes*.

Ocean: *HMS Carnage*, *Silver*.

Origin: *Wing Commander IV*.

Panasonic/Williams: *War Gods*, *NHL Open Ice*.

Rage: *M2 Striker*.

Silent Software: *Return Fire 2*.

Spectrum Labolyte: *Tap Gun*.

SSI: *M2 DeathKeep*.

Studio 3DO: *Army Men*, *Fighting Game*, *G3*,

John Daly Golf, *IMSA Racing*, *M2 Baseball*, *M2 Football*, *M2 Soccer*, *Pawer Crystal*, *Rush*.

Take 2: *Ironblood*.

US Gold: *Dream Team Basketball*, *Olympic Games*, *Olympic Soccer*.

Virgin: *Heart of Darkness*.

Warp: *D2*.

Capcom Backs M2

Following in the footsteps of fellow software geniuses Konami, Capcom has signed with Matsushita to use M2 for its next generation, polygon-based coin-ops – possibly starting with the endlessly awaited *Street Fighter III*. The system will not be a low-cost, second-string system like the PlayStation and Saturn derived boards, but cutting-edge hardware aimed directly at Sega's Model 3, million-polygons-a-second killer arcade system.

Like most arcade companies, Capcom has been reluctant to invest the huge sums burnt up by Namco and Sega by internally developing its own, cutting edge 3D performance. M2 was specifically licensed to regain Capcom's ability to compete for the number one spot.

Quite how difficult that will be was underlined at E3 where Sega's *Virtua Fighter 3* wowed everyone who saw it. Although the demos were uninteresting,



Sega claimed the graphics were being generated in real-time by the Martin-Marietta designed Model 3. To best show off the system, it uses high resolution TVs and may be restricted to only the biggest arcades due to price. According to rumour, seeing *VFIII* prompted Capcom into returning to the drawing board for *SFIII*.

For Matsushita, however, *Virtua Fighter III* was perhaps the ideal selling tool for why consumers (and coin-op makers) needed M2.

Mr Tony Matsuo, head of Panasonic Wondertainment (Matsushita's M2 division), proclaimed: "As you see the M2 spec, it is the Model 3 of Sega... [obviously M2] is a strong competitor to the latest arcade machine. (Some people from a software house could not tell the difference between them.) Of course, we will make use of an arcade M2 machine,



and the biggest arcade companies, such as Konami and Capcom, have already made an agreement." While the M2 coin-ops will have considerably more memory than the home version, Matsuo was keen to emphasise he expected conversions for the M2 home consoles. As the ex-president of Virgin Interactive Entertainment in Japan, Matsuo has plenty of videogames experience and Wondertainment will handle the whole M2 project under one roof: hardware, inhouse software development and third-party licensing. Capcom and Konami certainly provide an excellent start for what's to come!

Capcom History

Capcom was founded in 1979, by Mr Kenzo Tsujimoto, and like a host of other Japanese companies of the period used the country's lead in electronics to build world-beating coin-ops. Domestic success with games like *Son Son*, *Vulgus* and *Higemaru* prepared the way for the global hits *1942* and *Commando*. Coin-op success was promptly followed by hits on the next, Japanese world-beater – the Nintendo Entertainment System. *Ghosts 'N' Goblins* was the sort of coin-op mega-hit kids couldn't resist bringing home in cartridge form.

Huge profits were ploughed back into the company and, in 1988, Capcom's R&D division revolutionised the arcades with what was then unbelievable audiovisual performance. The Capcom CP made its debut with *Magic Sword* and *Forgotten Worlds*, mind-bogglingly pretty but still rather shallow games. Then came the awesome *Strider* and *Ghosts 'N' Ghouls*. US Gold set up a new label to promote 8bit and 16bit computer conversions. One of the few non-hits was a conversion of a mediocre beat-'em-up called *Street Fighter*.

Then came *Street Fighter II*. It ditched the original *Final Fight*-style scrolling format in favour of a series of one-on-one confrontations, building up into a championship to determine the world's number one Street Fighter. At first, the game was regarded without enthusiasm, a predictable sequel to a game no-one had liked the first time around. Yet the more people played the

game, the more they liked it. The depth of gameplay, the unbelievable variety of moves and countermoves built it into the most successful coin-op series ever. After *Mario*, signing up on initially exclusive version of the game was the SNES's biggest selling point. In 1993, Capcom employed 600 programmers and American Nintendo owners voted it the best videogame producer by a margin of 2:1.

In retrospect, this was a highpoint for the company which subsequently slipped into something of a decline. Although *SFII* first appeared in 1991, the company has constantly shied away from risking a full-blown sequel which could destroy its primary cash cow. After an almost endless series of updates, the company recently embarked on prequels such as *Street Fighter Alpha* and, most recently, *Beta*. *Star Gladiator* marks a tentative and unoriginal venture into polygon beat-'em-ups, widely regarded as a testbed for *SFIII*.

The company's biggest splash of late is on PlayStation with *Resident Evil*, an *Alone In The Dark*-type game designed from the ground-up for the PlayStation – and adults. Known as *Biohazard* in Japan, it features a trio of soldiers venturing into a house occupied by mutants such as zombies, giant spiders and sharks. Although gameplay is less than original, the spectacular gore and intense addictivity indicates Capcom is back on the winning track. *Resident Evil 2* for M2, anyone?

Star Gladiator, left and below. Capcom get modern with beat-'em-ups. Middle, *Street Fighter Alpha* on PlayStation, Capcom go retro...



Sega's *Virtua Fighter 3*. Capcom declare war...

continued over >

3DO Buys MUD

continued >

DISC INSTRUCTIONS SYNDICATE, ELECTRONIC ARTS One playable level

To use your demo, simply insert it into your 3DO as normal. A superb intro will set the scene for the game, which can be aborted by pressing any button. A copyright screen will then come up, followed by screenshots of a world map (for planning your bid for global domination), R&D (for researching new weapons) and on forming up screen (with a massive choice of exceptionally powerful firepower). These screens are NOT interactive, but merely an indication of the full game's sophistication. Pressing any button will skip these, but watch out for your mission objectives. Incoming you have just two agents – the full game has a maximum of four – and they're already fully equipped with weapons. Good luck!

MISSION CONTROLS

Walk to Cursor: A
Access Weapons Bar: B
Fire Weapon: C
Group Mode: X
Pause: P
Select Agent: Dpad + Right Shift
Scroll View: Dpad + Left Shift
Swap Scanner Mode: A + B + Left Shift
Move View to Agent: C + Right Shift
Select API* Level:
A + Up/Down + Right Shift
Alter API Level: A + Left/Right + Right Shift
Ponic Mode (rapidfire all directions):
Left & Right Shift buttons
Self Destruct: A + B + C + Left Shift

* API: Adrenoline, Perception & Intelligence. These affect reaction times, shooting accuracy and on tactical smarts. As they're all controlled by drugs, you can alter each of them ingame.

WEAPONS BAR
De/Select Weapon: A, B or C
Drop Weapon: Left Shift or Right Shift



On the eve of E3, The 3DO Company signalled its determination to diversify with the acquisition of Archetype Interactive Corp – developers of the world's first graphical multi-user dimension (MUD) game, *Meridian 59*. Archetype welcomed the deal as it provides them with funds to bring *Meridian* to market faster, while 3DO picked up a game to spearhead their internet strategy – which will also involve internally developed games, M2-powered PC net-surfing and, ultimately, a modem for the M2 console.

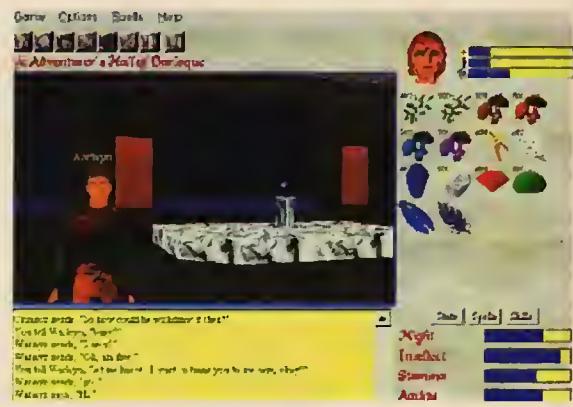
Meridian allows for any number of internet users to participate in a real-time, 3D medieval adventure. Upon logging on, users may create a unique character made up of thousands of attributes. This alter ego can then chat with other characters, barter goods, engage in political intrigue, pursue quests for hidden treasure, form alliances and slay monsters. Besides the city of Baroque and the pastoral village of Marian, there's an underworld for those not quite fast enough with the old

broadsword. Escaping the underworld will be a formidable challenge all of its own. MUDs representing similar worlds purely by text have long enjoyed fervent, cult success but *Meridian*'s high-quality 3D graphics promise to revolutionise the genre.

"The Internet is the first medium ever to provide a unique connectivity between computing resources and people across the globe, ushering in a new era of 'social computing,'" said Trip Hawkins,

3DO's charismatic CEO.
"Today's

announcement demonstrates 3DO's commitment to be a leader in this new era of computing by delivering truly engaging entertainment, and gives users a hint of products to expect in the coming year."



Meridian 59 is expected to ship this Autumn in America, initially for IBM-compatibles but with an option to support M2. Panasonic are also on the verge of announcing their own internet strategy, initially for PC, with an as yet unknown partner.



3DO Profitable At Last

The 3DO Company has posted its first profitable quarter since it was founded in September 1991. "In the past year, we have diligently worked on crafting and executing our new business strategy and are pleased with the early results" said Trip Hawkins, 3DO's chairman and CEO. "With this strategy, we are now focused on multiple markets increasing our revenue potential while minimising our risk. We expect this quarter to be a harbinger of quarters to come as we look to increase revenue in our technology and publishing businesses, and streamline operations across the company."

The new strategy is marked by diversification and licensing deals which emphasise upfront payment over per unit usage fees. Software publishing, while not initially figuring in the company's plans, is now an important revenue stream. In FY 1994, Studio 3DO pro-

duced three 3DO titles, in FY 1995 that rose to 13 and, in 1997, the company will support multiple platforms. Studio 3DO plans to release 10 PC titles this year – including both original titles and conversions of its own biggest 3DO hits.

Also announced is a licensing deal for three of Studio 3DO's most popular titles – *Killing Time*, *BattleSport* and *Star Fighter* – to appear on the Sony PlayStation via Acclaim. An announcement which "validates our expertise in delivering hit titles that combine high-end, 3-D graphics with intense, addictive game play," according to Studio 3DO's general manager, Robert Lindsey. On the evidence of previous 3DO conversions, especially *Star Fighter*, it's unlikely the PSX games will be superior to the originals.

The most important factor in 3DO's rise to profitability, however, is undoubtedly a string of prestigious licensing

deals for its second generation, 64bit M2 technology. In December, 1995, it negotiated a \$100 million fee for Matsushita. This was followed, in March 1996, with a deal for the 3D graphics technology to be used in PC graphics cards by Cirrus Logic. Further revenue has come from the 'volume' shipment of M2 development kits and its MPEGXpress digital video encoding/decoding system.

All these factors meant fourth quarter revenues for 3DO rose from \$8.4 million last year to \$14.7 million, a rise of 75 percent. Net income was \$1.2 million, the company's first profit, compared with a net loss of \$7.9 million in the previous year's final quarter. Earnings per share were \$0.04, up from a loss of \$0.33 per share the previous share. With further revenue expected to flow through from its licensing deals, the profitable trend is expected to continue through to the next quarter.

E3: The Competition

The '96 E3 was, without doubt, the most competitive videogame battle yet seen. Nintendo kicked things off with a pre-E3 show demoing Super Mario 64 and a host of other titles, of which LucasArts' much hyped *Shadows Of The Empire* Star Wars tie-in was surprisingly disappointing. Sony weren't taking any chances though, they cut the price of the PlayStation by 33% the next day, from \$299 to \$199 – (instantly matched in the UK with a £199 pricepoint). Sega initially indicated they didn't need to follow suit, but then bit the bullet anyway in the States (and a week later in the UK). Nintendo, who'd dismissed CD-based consoles as inevitably over-expensive, held fast to a \$250 pricepoint for N64 (without game). Add Super Mario (at \$70 a copy) and perhaps a 64MB Bulky Drive (\$200), due next year, and the \$520 N64 comes closer than owning both its main rivals. Sega in any case rubbed Bulky Drive as equivalent to their failed 32X and Mega-CD upgrades, displaying a startling lack of tact toward their own abused consumers.

Super Mario 64 was undoubtedly the game of the show. It dominated every news report with some dazzling 3D, simply watching Mario take a huge, cartoon key from his pocket was more fun than playing most PlayStation games, but gameplay itself was mixed reviews. Many thought it awesome, some thought it great, but a surprising number were unimpressed – especially given Nintendo's assertion N64 had been delayed two months specifically to ensure the game's perfection: "If even ten games out of a hundred users aren't satisfied with the game it will be a huge blow," said Nintendo president Yamauchi. Initial reaction contained a considerably larger number of sceptics than just 10%, even on the Nintendo Internet newsgroup. The main criticism was that there simply wasn't enough to do, a concern which strikes to the heart of Nintendo's N64 strategy with its carts averaging 8MB as compared to 650MB for a CD. *Pilot Wings 64* impressed with some nice, if familiar play mechanics while other games were rated fun, but nothing special.

Sega unsurprisingly had a pair of Mario wannabes. *Nights* was a deliri-

ously psychedelic 3D experience, more flying than platforming, and more 2D than 3D in gameplay terms, but spectacular nonetheless. Designed by the creator of *Sanic*, it symbolised the ability of Sega to pour resources into quality inhouse

development just like Nintendo. *Sanic Xtreme* was a more predictable clone which, at first sight, looked more a graphics demo than an inspired new game-style. Aside from an hilarious arcade *Sanic* beat-'em-up, the character looked rather tired and *X-treme* was notably less hyped than *Nights*. There were also a string of predictable arcade conversions, *Virtua Lack-On*, *Virtua Cap 2* etc. illustrating how under-rated the Saturn's 3D is. The arcade titles surrounded the Saturn in reflected glory, without actually promising much in gameplay terms – particularly for mature gamers wanting an original, long-term challenge for home play.

Sony, by contrast, appeared almost timid after their utter domination of the last E3. Games such as *WipeOut XL*, *Jumping Jack 2* and *Destruction Derby 2* confirmed that the titles English multiformat magazines had acclaimed as unbeatable were, in fact, little more than rough sketches for the real games arriving in '96. *WipeOut XL* actually has a proper array of tracks and learning curve, (but sadly ditches the original's superb graphics in favour of a more garish, American style glass). *Jumping Jack 2* looks like it should last longer than the two hours it took to finish the original, but still seems unworthy of mentioning on the same page as *Mario*, while *Destruction Derby 2* blatantly rips-off Sega's *Daytona* – which can only be a good thing considering the appalling gameplay of *DD1*. There were, of course, a host of unremarkable Doom clones such as Psygnosis's *Tenka*. *Mario-Beater Crash Bandicoot* was nothing of the sort, nor was *Bubsy 3D*, while BMG's *Spider* won inexplicable praise as perhaps the most imaginative 3D platformer



– by a non-Japanese developer. Besides the chutzpah of the pricedrop, Sony's best card was probably *F1* from Psygnosis. It looked great, had a Murray Walker commentary and will, in fact, be ported to Saturn. Beyond that and cross-platform PC ports such as *Command and Conquer*, the PlayStation seemed a little dull. Nintendo and Sega's stands underlined Sony's lack of a single, defining must-have game. Moreover, Psygnosis has been put up for sale by Sony now the PSX's critical launch period is over. Interestingly, Psygnosis are beginning to switch lead development to PC – where 64bit graphics cards are becoming accepted as the future.

Overall, the show was unbelievably large and, for the most part, disappointing. Most, more games simply meant more games, rather than better or innovative ones. Aside from Nintendo, whose cart policy looks ever more shaky, there was a distinct lack of originality. Sony and Sega seemed content to rely on clones and arcade conversions, desperate to become the SNES and Mega Drive producers of the 32bit generation. 3DO's ambition was missed, while Electronic Arts – the world's largest independent software house, after all – showed little sign of pushing the gaming envelope for PlayStation or Saturn in the way they achieved on 3DO. Their only notable console game was a polygonalised *Desert Strike*, AKA *Soviet Strike*, with lush 32bit backgrounds but not much sign of innovative gameplay. There remains an opportunity for M2, particularly as PC games switch to 64bit graphics cards of a similar spec, but Matsushita need to take it soon. □ ssw



Super Mario 64



WipeOut XL



Destruction Derby 2

World Beater

Olympic Games from US Gold

The second prong in US Gold's 'back to basics' campaign of good old fashioned licensing and classic gameplay is *Olympic Games*, which shares *Olympic Soccer*'s programmers, Silicon Dreams, and its aspiration to defeat all genre rivals. And whilst *Olympic Soccer* has some classic games to contend with in the battle for ultimate footie game accolade, *Olympic Games* has a clear field and a head start on Studio 3DO's *Decathlon*.



Skeet shooting offers some eye/hand co-ordination, swimming and weight lifting pure finger power.

In the golden age of Ocean's *Dolev Thompson's Decathlon*, Spectrums and C64's were trodden and replaced as a matter of course: no keyboard could withstand the punishment dished out on the notorious two key-basher events. Despite the hardware damaging potential, the genre was successfully enhanced and refined by the Epyx range of ambitious C64 sports sims, but never really took off on 16bit machines. Now as the 32-bit generation awaits its first Olympic Games fever, Silicon Dreams hope to create a frenzy of competitive spirit to match the intensity of yesteryear.

Olympic Games certainly benefits from the increased memory and graphical capabilities of the 32-bit family, boasting an enormous range of sporting action all sumptuously visualised. 15 events provide great VFM, with the familiar button hammering of running and swimming accompanied by more elegant, dexterous events such as fencing and sharp shooting. For sheer variety, *Olympic Games* certainly trounces Studio 3DO's imminent *Decathlon*, although it's too early to say which will deliver the winning combination of playability and, most importantly, longevity, in a genre once dismissed as a fad.

Office Champ

In its nearly finished state, *Olympic Games* has provided some of the most intense office competition for ages. The PlayStation conversion, with only a slightly higher polygon count, has already been acclaimed the best of its genre – trouncing Konomi's *Track & Field* – so expectations are high for US Gold to claim top spot on the winner's



podium this summer.

100 and 400 meter running is just plain hard fun of course (though not as strenuous as the weight lifting), but discus, skeet shooting and fencing offer uniquely intense action of their own, each setting tough qualification scores to beat. Pole vault, high jump and triple jump all boost the classic 'who's the best angle?' experimentation, guaranteeing plenty of fun watching your opponents' initially disastrous attempts.

All of the games deliver consistently superb graphics – the motion capture technology so well implemented in *Olympic Soccer* is even more impressive here, mammoth athletes pulling off Herculean manoeuvres with uncanny fluidity. Each event is perfectly presented with sweeping, panning and zooming camera movements – likely to put the imminent 'real' TV coverage to shame. Narration from Radio 5's Alan Green

(in typically bombastic mode) stokes the stadium atmosphere and competitive spirit to a fever pitch of excitement.

A more sophisticated '90's market is well catered for in the three distinct play modes, which address the 'novelty' tag of the track and field genre with seriously impressive variables to make play consistently demanding. *Olympic Mode* has thirty competitors, with up to eight computer opponents open to deferral in favour of human athletes doily-choosing their joypads. Simultaneous eight-player events such as sprinting and swimming are immediate fun, whilst solo rounds such as javelin and archery see players competing to qualify and, obviously, outperform their opponents in the three heats available, accumulating medals along the way. *Arcade mode* offers even more punishing action. There's no CPU players, just you and up to seven more competitors struggling to qualify in each event or lose a life. Lose three, and



you're out of the competition, whilst maximum points equals victory. This mode offers the most satisfying multiplayer action as you each take turns trying to redefine the parameters of success. Finally, Challenge Mode lets you edit the games down to personal favourites, with, again, up to eight players (empty slots taken up by the CPU) battling it out against each other on whichever events you like. All track events, perhaps, followed by a session of weight lifting to try and cripple each other, or maybe some skeet shooting and fencing if you're fingers are worn to the bone.

This abundance of options, along with adjustable CPU skill levels, make *Olympic Games* a very user friendly package that should offer more than enough action for solo and group players alike long after the Olympics are gone. Certainly, as a multiplayer game, *Olympic Games* should be unbeatable since no one can resist the combination of animalistic button bashing and laser jeering, both essential components of a 'friendly' competition. If Silicon can keep up the momentum whilst finishing the title off, they should have a real



smash this summer, that will encourage a whole new generation of gameplayers to hook up together and break joypads. Armchair athletes intending to compete better get in training now. □ mcw

• *Olympic Games* will be available to buy in July.

3DO Magazine

Top left, archery features particularly impressive graphics. Above, fencing looks promising. For left, high jump and left, the hand moshing 400 meter killer.

Clockwise from far left: hammer throwing takes ages to master; the shooting range lets you play cops; pole vault tests timing and nerves; long jump is another tough one to master; javelin demands speed and accuracy.



Don't play

Play 3DO

Pegged out. Expired. Deceased. No more. An 'ex-console'.

Most games systems have no future, how long before yours bites the dust?

Let's spell this out, 3-D-O, the first in CD based super-consoles.

We have the biggest 32-bit games library. We have award winning titles like Road Rash™, FIFA International Soccer™ and Return Fire™.

What's more, we have 64-bit M2 technology on the way to give you power like you have never imagined.

Buy 3DO now. Life is short. Yours that is.

yaDodo



Olympic Soccer

As we write this, the first match of Euro '96 is just days away and only you, three weeks in the future, know whether England are turnips or heroes. What's beyond doubt, is that football's ever-increasing popularity ensures **Olympic Soccer** will be a massive hit. But does it deserve to be?

Olympic Soccer

Publisher: US Gold

© 0121 6061800

Developer: Silicon Dreams

Save Game: Yes

Price: TBA

Available: July

While there are basically just two viewpoints, sideline and isometric, these can be radically customised – switch between loose and fixed perspective, vary the zoom, even vary the camera angle all the way from flat on the pitch to directly overhead. Sensi Soccer fans nostalgic for the old overhead, microdot player perspective are fully catered for here! Polygam fans, by contrast, can zoom in surprisingly close. On Action Replay (below) you can pan around FIFA-style, but being polygons the players don't pixelate and the speed at which huge 3D players swarm about in fastforward is stunning.



Arcade Mode is a 32-team knockout staggered over six rounds. **Olympic Mode** is, of course, an accurate recreation of the Atlanta competition, but you can re-edit the groups at will with 33 competitors to choose from. There's a **League Mode** which caters for 2-16 teams, and is tailor-made for getting the mates round. Shorter-term challenge is provided by **Exhibition Mode**.



In 1994, 3DO FIFA smashed apart the football genre with its free-flowing camera movement, motion-captured sprites and 3D stadium. Striker followed in its footsteps with greater pace, but thereafter 3DO has been suffering something of a world ban. FIFA '96 capriciously 3DO FIFA with a few minor enhancements, but it nevertheless stung that EA didn't release it on 3DO. Kanam's Gaalstarm was mediocre, Actua Soccer is ultimately shallow and bugged, but still...

So the mere fact *Olympic Soccer* is coming to 3DO is cause for celebration in its own right. What's deserving of 1966-type parties in the street is that *Olympic Soccer* is not only arguably the

best football game yet, in both playability and sophistication, but the 3DO version is fully a match for any other. Designed for 3DO from the start, it moves smoothly and realistically on Trip's baby (whereas the PlayStation's warp speed movement illustrates processing power at the cost of realism and controllability).

The excellence of the 3DO version is only fair since it's given Silicon Dreams over 18 months of solid development on a finished devkit, with a game designed from Day One as a 32bit, CD-ROM superconsole mega-game. Take the management side of things – of course there's a reasonable array of formations and substitu-

tions – but in what other console game could you assign each player individual attributes? A player can be told to find space, to chase or even man-to-man mark an opposing player of your choice.

Highly Recommended
3DO Magazine
Play on the ball itself is equally impressive. Passing is simple, trapping the ball tougher, and a massive range of flourishes, from bicycle kicks to diving headers are available with practice. Initially, competent play is tough, since the game moves so fast and the high level of sophistication means it's easy to slip up, but perseverance rewards with a real



"What's deserving of 1966-type parties in the street is that Olympic Soccer is not only arguably the best footie game yet, in both playability and sophistication, but the 3DO version is fully a match for any other... a dreamy tour de force by Silicon Dreams."

sense of accomplishment. 'B' passes the ball to the nearest player, a double tap achieving a quick one-twos. Hold 'B' down for longer, and you'll pass to your furthest team mate. Left-Shift performs a back heel, Right Shift performs either an overhead kick or a cross into the penalty area. 'A' lets you shoot, power determined by how long you hold it down, and it's here you're likely to discover the phenomenal amount of after touch available. Monolithic swerve is incredible to behold, and great fun to use, letting you pull off unbelievably powerful, disorientating shots on goal. Lift and dip (backspin and topspin) are applied by pressing down and up on the cursor pad. Tackling is tricky, since the dedicated slide tackle button, B, is difficult to pull off without sending your own player to the floor or performing a foul. The trick is to run tight circles around the player in possession, nudging them away, but the pace is so fast, it'll take plenty of practice before you can confidently win the ball. It all seems a generation on from *FIFA*'s pretty, but simplistic gameplay.

Visually, *Olympic Soccer* initially appears crude next to the movie-like beauty of *FIFA*, but a host of fine details soon become apparent. The stadiums are glorious – pitch variations apparent with worn, sun-drenched ochre and cool blue frozen wastelands. In wet conditions, you can even see splashes of water behind your players!

At first players seem rather crude cross-breeds of ugly polygons, but



zoom in and you can appreciate not only fine detail (down to the numbers and logos on their shirts) but also the sheer dynamism of their animation. Little details, like the selected player in a set piece holding up his hand, to the acrobatic overhead kicks add to an atmosphere of realism that is quite unique.

The crowd sound effects aren't quite up to *FIFA*-standard – there's no Brazilian drums! – but are still highly atmospheric and react well to what's happening on pitch. Where the audio scores over *FIFA* is with Radio 5's Alan Green, who provides a decent, even sensitive commentary that perfectly complements the stadium atmosphere.

As for long-term lastability, besides



The most dramatic players are the goalkeepers, above, who, unlike *FIFA*'s one save robots, leap, bounce and dive all over the place with heroic abandon. Truly marvellous.

Top left, the keeper's laid out and the goal's open. Left, Sensi style action.



the incredible depth of gameplay on the pitch, there's plenty of varied play options from Arcade to Olympic and even League Modes. For any match you can have up to four human players involved (sadly no more two on side though).

All in all then, *Olympic Soccer* is a dreamy tour de force from developers Silicon Dreams. The combination of finely honed gameplay, offering instant arcade fun as well as long term play value, plus sublime presentation and a whole host of neat touches make for an irresistible game of football. Euro '96, perhaps, it's *Olympic Soccer* that's the real competition! □ mcw

3DO Magazine rating: ★★★★

Presentation throughout this title is first class, with plenty of user-friendly options, including an instant replay option (no tedious reloading of menu screens).

Iron Angel Of The Apocalypse

The Return

'Humans have reached the limits of their evolution as living creatures. In order to achieve an evolutionary leap, there's only one alternative - alloy human consciousness to a steel body. In a dark tower, horrible experiments have been conducted...' Welcome back to the nightmarish world of *Iron Angel Of The Apocalypse: The Return*.

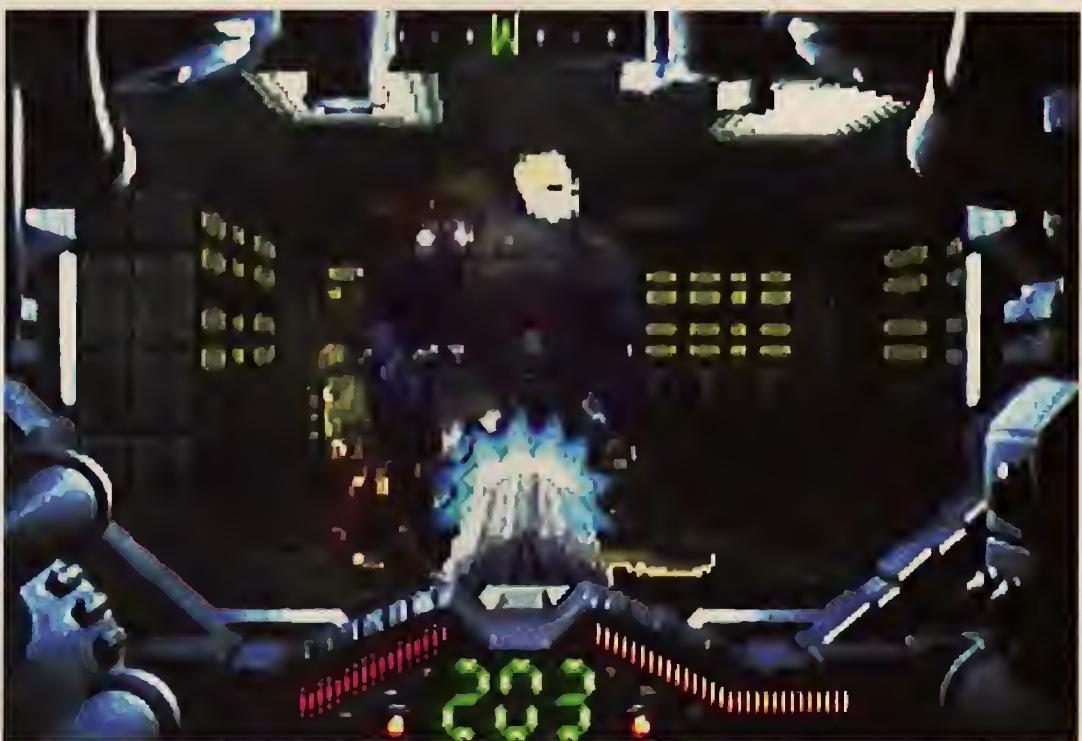
**Iron Angel Of The Apocalypse
The Return**

Publisher: Panasonic
© TBA

Developer: Synergy
Save Game: 1 Save Slot
Price: 49.99

Available: TORC Software,
© 0181 8932100
(US Rating: 12)

Right, Captain Hass is the very latest Mataid model. He loves SCR and is one of the few vaguely impressive end-level bosses. He is well armed with a stunner gun, which can freeze you, and a energy-sapping launcher.



The battle-scarred Lunar Transporter returns to Earth with Tetsujin at the controls. Now for the final battle!



Grunt combat rabats jetpack through space to the latest combat zone.

Overload with English-language graphics and dubbed American dialogue, *Iron Angel 2* remains unmistakably a product of the Japanese Synergy. While the interleaved FMV is exceptional, a plotline which was confusing in Japanese becomes even more so in English!

In the prequel, an awesome cyborg was created by combining a robotic body with a human's mind. Charged with dominating the world, the cyborg was known as Tetsujin - the Iron Angel of the Apocalypse. His master, the Mod Scientist, planned to use him to take over the world, a scheme which collapsed due to the intervention of a mysterious Golden Android. This bizarre creature defeated the Mod Scientist with

the aid of Tetsujin, but victory turned to disaster when the two turned on each other in a fight which killed them both.

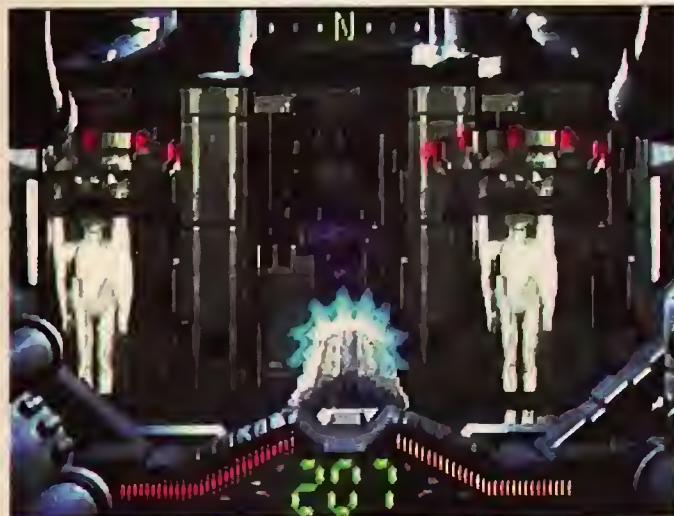
The sequel begins with the discovery of Tetsujin's body. The first action sequence is a high-speed race down a CD-streamed corridor, dodging various objects in real-time. It's a test you can't win, because it ends with the accident which creates Tetsujin's second human partner...

It turns out the Golden Android has also been resurrected and the SCR world government wants him dead. The SCR isn't some placid, goody-two-shoes organisation however. It's actually adopted the Mod Scientist's mind-blanking Assimilation Process to use on the general population, encouraging people

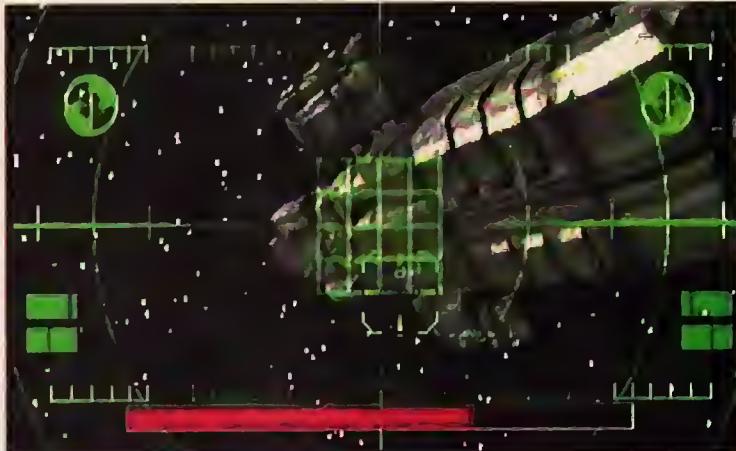
to have cybernetic implants and become Motoids. The latest phase of this successful world domination is bringing home a new energy source, G-5, from the planet Alpha.

Just as in the original game, there's a three-way power struggle with no clear goodies or baddies, just varying shades of very dark grey. The ambiguity of the plotline means the FMV isn't simply eye-candy reward for doing well, but clues to a plot for more involved than usual 'good vs. evil' riff. Unfortunately, the game doesn't present you with an option to change the plot ingame and only hardcore Mongo fans will be able to make head or tail of it anyway.

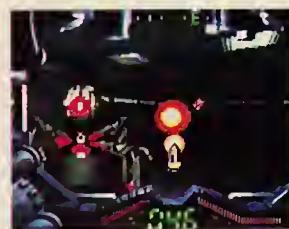
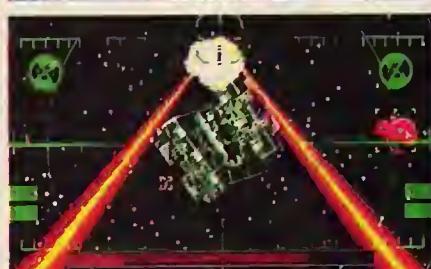
After the opening cut scene, the game introduces you to the Dooms-



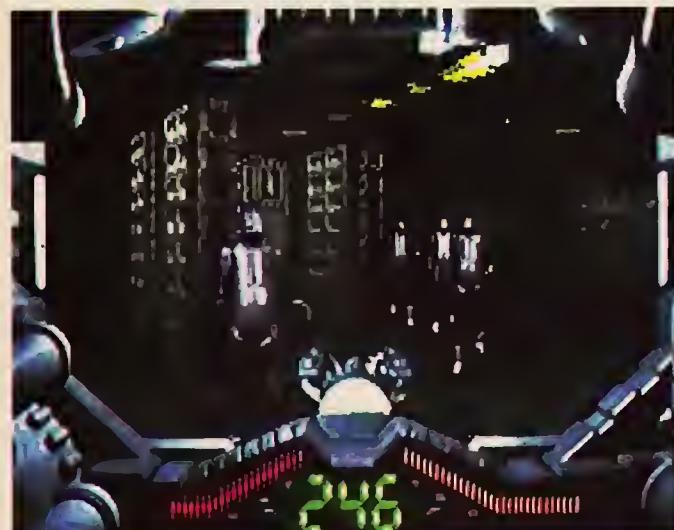
"Ultimately, the game's most deadly opponent is tedium, encouraging you simply not to care about your energy status. All the game's energy and interest is in the FMV, with gameplay reduced to a poorly thought out pause between the next bravura cinematic."



Above, defeat the jetpocking Grunt motooids in fast, but simplistic *StarBlade* action and you get to board this giant transport. Inside it you'll find human bodies in impenetrable glass containers, above left, ready for Assimilation. The graphics are haunting, but interaction is nonexistent. Left, on FMV, CD-streamed race sequence is a much needed test of your reactions.



Above, Spider robots provide sluggish opponents, as do Silver Troll Motooids – far left. Below, motooid Robbie is an R2-D2 type character who pops up with useful advice from time to time.



style action which takes up the bulk of the game. Traditionally, Japanese audiences have been wary of 3D, but training missions which consist of walking down a few corridors and shooting static enemies are annoyingly prosaic. The real stuff begins with Tetsujin's travel pod being attacked on the lunar base, involving him in a battle 'without knowing why' according to the manual – so where is the hope for anyone else? Anyway, the targets move now, but it's still much too easy.

The next stage takes part on an SCR battleship with a *StarBlade*-style shoot-'em-up as introduction. An FMV-roce sequence introduces the next and final earth-based challenge. Both these stages are mainly *Daam*-style, consisting

of huge sprawling, multi-level mazes with lifts, warps and dead-ends. The graphics are stylishly grey and mundane, some of the creatures are very impressive – closely matching FMV sequences – but most resemble mobile bins. Movement and gunplay is sluggish, despite the fact that all the mazes are entirely locking the radical 3D traps and buildings which distinguish *Doom*.

Various weapons are scattered across the levels, many looking very cool, but the most powerful ones have to be fired twice – once to reload, once to actually shoot – which soon becomes tedious. Energy, by contrast, recharges automatically which makes an already easy game even easier. Simply retreating into a corner and watching energy

climb up, pixel by pixel, is considerably less exciting than the frantic searching for energy which happens in *Killing Time* or *Doom*. The save game is also clumsily implemented with just a single slot – reach a new area and there's no option to create a new file just in case it turns out to be a dead-end.

Ultimately, the game's most deadly opponent is tedium, encouraging you simply not to care about your energy status. All of the game's energy and interest is in the FMV, with gameplay reduced to a poorly thought out pause between the next bravura cinematic. Hopefully, next time Synergy will simply do a CGI Manga movie... □ ssw

3DO Magazine rating: ★★



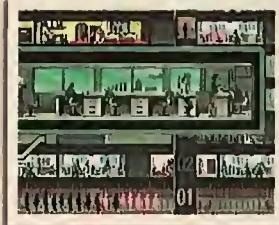
Above, each level is crammed with monitors providing atmospheric, but mostly useless SCR blipverts.

3DO World

Software from around the world for the your 3DO system...



Build a Jumbotron TV and you can run real FMV ads on it.



Peeking at the Tower's various rooms is voyeuristic fun.

THE TOWER

Published by OPeNBook

Despite coming with an 88-page Japanese-language manual, *The Tower* shuns the hallmark of most good sims by being instantly addictive. The opening FMV pans across a city skyline, before swiftly zooming in for a voyeuristic investigation of *The Tower's* residents. Make the right decisions, and your towering construct can play host to your own collection of families, businesses and attractions.

Click past the FMV and you're presented with a choice of four sites to place your first tower, presumably beginning with the easiest first. The view now switches to game screen proper. If the skyline's already crowded with buildings, don't worry – you're a big-shot developer and it's no problem to demolish anything in your way. Use 'A' to begin construction of the hotel entrance and exit. A control menu will now appear, with four sub-menus. Mode switches between five different perspectives, including a largely incomprehensible financial breakdown, as well as a long view showing the hotel's

exterior and the neighbourhood below. The letter perspective amusingly lets you site a Jumbotron TV on the side of your building, and even select the FMV ads which will play there!

Sys allows you to demolish things you've built and peek at specific areas for financial info. You can also visually peer into an area, which quickly loads in a blocky but still fun FMV close-up of your office workers or flat-dwelling occupants. If you want to be even more personal, click on one of your Tower dwellers and get a full, but sadly Japanese rundown on his or her attitude to your building. You can 'bookmark' these characters, even name them, and return later to check how their attitudes change. The final option in this category is to exit the game, which brings up a save option.

Eq allows you to install a lobby area, a roof (which can be built over when it's time for expansion), lift shafts and stairs. (It's worth remembering that to extend lifts you must click on them and then drag upwards.) **Serv** allows you to build offices, flats and restaurants. But as you progress, money builds up and options

expand with everything from gift shops to an indoor cinema available to true Donald Trump's. Besides financial ruin, there are also a variety of catastrophes to worry about, including fire, but also random special events such as finding treasure and Father Christmas coming to call!

It's relatively easy to build up quite a big skyscraper simply fooling around with the initially basic options. Watching the construction site fill up with offices and flats is fun, after which begins the wait for citizens to actually rent what you've built. It's amusing peeking in on your residents and there seems plenty of depth. Lifts might seem dull to you now, but residents turn on exceedingly angry red hue if they have to wait too long for them. Besides building more lifts, you can adjust how the lifts operate – but like so much of the game, only those who fail with Japanese, or extremely determined to experiment, will figure out exactly how it all works. While the graphics are unexceptional, this is exactly the type of sophisticated game which is perfect for 3DO owners. Sadly, there are no plans for an English language version at present.



D'S DINNER: The Director's Cut

Published by WARP

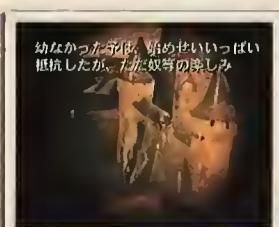
Warp are one of the few companies which 3DO can honestly have said to have made a name for. Coughing up for a 3DO devkit isn't for the semipro, back-bedroom enthusiast but Warp not only had the cash for the devkit, but also plenty of workstation Amiga's and artists to exploit them to the full.

The original release came on just two CDs and, technically, lagged behind *Mechadæus'* four CD epic, *The Daedalus Encounter*, which combined SGI rendered graphics with real Hollywood actors for a stunning sci-fi adventure. Yet it was *D* which caused the bigger splash, stylishly embracing the horror genre with a truly adult sensibility. Grasping hands abruptly reaching through distorting mirrors, traps which spring on iron spike to within a millimetre of the heroine's eye and hallucinogenic flashbacks are just some of the treats

on offer. *D* is a genuinely spine tingling game, atmospheric and unsettling in narrative, action and direction.

For this reason the announcement of *D: The Director's Cut* didn't seem quite as pretentious as it would for most videogames. And now it's actually arrived, the package turns out to be unsurprisingly tasteful. Elegantly packaged with a black plastic outer case, the double-pack CD jewel box includes a slim new manual and two extra CDs, one standard size, the other three-inch CD single size (which the 3DO Multiplayer plays automatically). The latter CD includes three tracks, including a rock single. The other CD is a collection of curios such as a lengthy, alternate intro to the original, four alternate trailers including one in English, and a naval version of *D*. This consists of evocative, if mostly simplistic pictures with overlaid text and the occasional spooky sound effect. All quite fascinating, but sadly in Japanese.

The game itself comes on just two CDs,



Tap, extended sequences enhance an already gorgeous game. Above, whilst you're unlikely to learn much from the *D* Storybook slideshow, it certainly looks nice...

as before, and is in play terms unchanged with the old solution working equally well for the *Director's Cut*. Rather appropriately, the sole change is to the FMV cut sequences which seem slightly extended here and there. Overall, the package is the equivalent of a lavishly presented movie boxed set and, for Japanese consumers, great value. It's also an opportunity to re-evaluate a game which has stood the test of time surprisingly well. Newcomers will still be seduced by the wonderful atmosphere of the game, for despite the relative brevity of the adventure, *D* really is a tour de force of style and direction. The exaggerated wide screen ratio is still present, but the quality of the FMV more than compensates. *D* also serves as a taster for its M2 sequel, *D2*, which will apparently include real-time rendered, interactive 3D of higher quality to its prequel's pre-rendered 3D – more on this next issue! □ ssw

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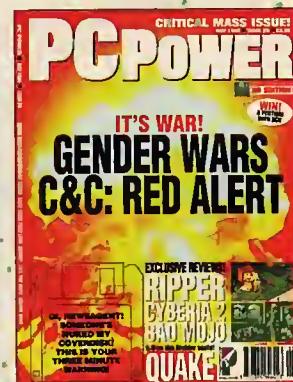


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D's Dinner

Escape Panasonic's Castle Of Psychological Warfare...

The Oedipus extravaganza D's Dinner proved something of a phenomena in Japan, where its state of the art visuals and brooding atmosphere inspired rabid obsession. D2 on M2 has been trailed for months in the Japanese press, so intense is the excitement for the continuing adventures of Laura. Whilst the game's hardly a marathon challenge, certain sections have caused difficulties, so here's our walk through guide to one of the 3DO's seminal adventures...

D's Diner

Publisher: Panasonic
© 01344 853146
Developer: Warp
Save Game: Yes
Price: £39.99
Reviewed: 3DO Gold



Wrench from bedroom.



Toke the ring from the corpse.



Get the counter to 78.

This solution, based on the research of Poul Leohay (thankns!), offers a strictly basic, quick cut guide to D's Diner (originol or Director's Cut) ignoring many of the subtler secrets in favour of swift possege. For example, to know the sequence of the drowers to be opened, a piece of paper should be placed in the bowl in the dining room for the numbers four and three to appear, but all you need to know is the numbers, so the bowl sequence is not described here. To get the most out of the game, it's really necessary to wonder around, soaking up the atmosphere and enjoying the 'fleshbacks', so don't let this brief walk through discourage you from investigating the world of D's Diner thoroughly. And if you do get lost, don't forget, you can use the compact in your inventory several times to reveal a glimpse of what you should be doing next.

Disc One

You start off in the Dining Room, and should move to the Hallway at the top left of the room. Follow the stairs up and go straight into the room facing you, where you'll find a chest of drowers. Open the first drower to retrieve a piece of paper, then the fourth drower (empty), then the second and take the wrench. Search the fireplace to find a silver key, then return to the Dining Room. Move to the far left door, and unlock it with the silver key, go in, turn left, and move towards the Lever and Box. You need to get the counter to read 78 for the box to open and reward you with a ring. It's not as easy as it first seems as you have to take into account the roll back of each digit, but persevere and the box will open.



From here, move to the Wine Cask Room next to the stairs, and use the wrench on the wine cask to deactivate the spikes blocking the stairs. Walk down these stairs, and use the ring to open the door marked 78.

In the Bedroom, move towards and examine the picture of a girl to see the pointing morph into an illustration of four animals. Go to the table next to the bed, where the animal puzzle is, and move the pattern three times so that the deer is at the bottom of the screen, matching the illustration. The double doors on your right will now be unlocked, leading into next area, the Library.

Straight ahead of you is a room, and if you search the dead bodies inside, you'll find a gold key. Return to the bedroom and use the gold key to open the desk, now pick up the book which is inside. Take the book back to the library and put it on the bookcase, activating a hidden door which leads to a lift.

Although the US version is known as D's Diner, this is a typical Japlish misspelling. The correct title is D's Dinner, with D standing for Dracula who is here incarnated as Laura's father. The 15-rating is due to various, vampiric scenes of cannibalism which form the gruesome dinner!

Disc Two

The lift is operated by a podium wheel, which you can spin to randomly access one of five locations. These are: Stairs leading down to a Hall of Knights; stairs leading down to a Circular Pool; stairs leading up to The Garden; a locked gate blocking access back to the Library; a room with a large Stained Glass Window. Sometimes, the lift will be blocked by a wall. Basically, you must keep spinning the podium wheel and turning to see if the room you want is available, which is tedious but necessary.

The first location you want, is the Hall Of Knights. Walk down the corridor, and wait for a Knight to attack you. Prompts will appear on screen for

you to avoid getting hocked up, which are, in order, **LEFT, RIGHT, LEFT** and **A**. If at any time you press too late, you'll fall into the pit below and have to clamber back to the top. This section is tricky, and can take a while to get the hang of, but the visuals are stunning.

Defeat the Knight, and you can poach his sword. Return to the podium wheel, and spin it until the lift leads to **The Garden**. Here, use the sword to open the door on the right and climb the stairs to the **Telescope Room**. Press the lever to point to the two sine waves (see illustration) then look through the telescope to see a cluster of blue stars.



Go back to the lever and change it to highlight the 45° arrow, look back to the telescope and green stars will appear. Now go downstairs back to the Garden.

At the bottom of the Garden, you see two statues and a fountain with a chest floating in it. Move towards the statue of **Sagittarius** and push down the **Green** button of the top right. Move on to the **Aquarius** statue and press the **Cyan** button (bottom row, second from right). The fountain will now empty. Go back to the lift and spin the wheel until you can access the **Circular Hall** room, where you can now reach the chest and take out the gun.

Return to the podium wheel and spin it three times to open the **Stained Glass Window** room. Use your gun to shoot the window, and you'll see Louro climb out and up the wall to a new corridor, the **Upper Hallway**.

Turn to look down

the corridor and walk ahead. Watch on opposition of your father, then turn left to open a **Secret Room**. Inside you'll find a set of gears. You must operate these gears so that the red ball in the left gear lines up with the corresponding hole in the right gear. From the start, you should: push the red button once, move the left lever once to the middle, press the button again, move the left lever to its furthest point, push the red button again, push left lever back to near, push right lever to middle and push button again. The machine will move, exposing a **Glass Staircase**.

At the top of the staircase, you'll find a pointing of your mother, and by touching it, you'll reveal your father, in a state of emotional ruin. Here, there's two options available. Wait until he starts to melt, and use the gun to shoot him, or let him get on with it and see what happens. Whichever 'emotional response' you choose, you'll be rewarded by a suitably lavish (and cathartic) end sequence. Just time to save up for your M2 now... □ mew

3DO Magazine



Copy the pattern...



...on the board game



Open the secret corridor.



Defeat the knight.



Activate the telescope...



Meet your Father.

GAME GURU UPDATE: CAPTAIN QUAZAR

Codes By **Jahn Elliott**

All codes should patch the save game file

\$16,777,215.....IFFEEDDIXXF
9 Lives.....LKXCXXF
99 Continues.....LVMWXWF
Level 02.....VVVXXXXF
Level 05.....TTXVXXF
Level 06.....SSXVXXF
Level 07.....MMVXXXF
Level 08.....LLVXXXF
Level 09.....UUXVXXXF
Level 10.....KKVXXXF

EXTRA FUN

BONUS: Here is a saved game of Captain Quazar with \$16,777,215, 9 Lives, 99 Continues, and Level 2 as your starting point. (This saves players having to actually play through the rather large level one to create a save file for patching.)

Detailed Instructions: (With advanced features activated - IHAVETHEPOWER)

- 01) Select FILE RELATED
- 02) Select SPECIAL

- 03) Select CREATE
- 04) Enter Filename **CaptQuazar1.COMP** and press C (NOTE: If you already have a **CaptQuazar1**, Rename YOUR file)
- 05) Enter Filesize 84, and press C
- 06) Select CHANGE TYPE
- 07) Select **CaptQuazar1.COMP**
- 08) Change NULL to COMP and press C
- 09) Change Filetype to COMP? YES
- 10) Press STOP
- 11) Select HEX EDITOR
- 12) Select **CaptQuazar1.COMP**
- 13) Enter the following:

```
00 C4 DF DF DF DF 74 1C
3B 40 BD BE 1D 20 40 73
42 49 74 92 47 FA EF 09
1F 1E 3C A7 52 77 47 50
AD CF D4 CD FF 50 EA A5
27 D5 75 8A 9F 75 8A CB
FF 4A 4F FB 05 17 4D 47
CB 4F 64 FC 2F ED ED 78
E9 26 9F 84 CC BF 0A 6C
E6 23 F0 D5 FF C3 29 CF
CA C8 EB F8
```

- 14) Press C
- 15) Save changes? YES
- 16) Press STOP
- 17) Select DECOMPRESS
- 18) Select **CaptQuazar1.COMP**

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Daedalus ^{Encounter}

Complete walk through for Panasonic's sci-fi adventure

The last laserbolt of the last battle of the First Intergalactic War, circa 2135AD, totalled your body, reducing you to a brain in a life-support box. Fellow veterans Tia Carrere and Christian Bocher boost you from hospital, relying on your help for a salvage mission which rapidly goes disasterously wrong... The Daedalus Encounter is undoubtedly the most spectacular FMV adventure yet seen on 3DO. Stand ready for the full solution to a sci-fi epic.

The Daedalus Encounter

Publisher: Panasonic
© 01344 853146

Developer: Mechadeus

Save Game: 4 save game slots

Price: £39.99

Reviewed: 3DO Magazine • 4

OPENING

The captain 'TWO MONTHS LATER' appears, you hear voices and the vision of loveliness that is Tia Correre looms into view. She asks whether you can hear her or not. Should you answer YES, all will be fine. Answering NO will give Tia a smile as she gets excited by your sense of humour. Either way, the effect is the same. You have ten seconds to respond, otherwise it will all go dark, Tia will fade away and the game will end. Not the trickiest part of the game, admittedly.

TRAINING MISSION

Essentially, this gives you a chance to try out your probe and become familiarised with the central system.

You have entered the Draylak system. Tia asks you to start up the probe. During this section there is video help if you take too long to respond. The correct sequence of action is: STARTUP, DIAGNOSTICS, DEPLOY.

In the asteroid, you are asked to get ID on the rogue ship. Select ANALYSIS.

You fly up to the Vakkor ship where you are confronted by a door. The laser will automatically be activated. To open the door, shaft the little blue sensor on the top right switch. Miss, and the probe is destroyed and gone over.

Inside the Vakkor ship, Tia will helpfully point out that it's dark. To make her happy, switch on the FLOODLIGHT.

You will have 30 seconds in which to explore the interior of the ship by clicking on the green directional indicators. Selecting the down arrow lets you circle round the dead alien to see the 'Kick Me' sign on its back.

You will then approach a floating metal object. Use the GRAPPLING-ARM to



Circuit puzzle.



grab hold of it. Tia will ask you to analyse it, so you'd better select ANALYSIS. Back on the Artemis, Zack asks whether you fancy a trip to Mizar. If you respond YES, you'll go there. If you respond NO, you'll be outvoted and go there anyway.

ENCOUNTER

The Artemis will crash into another ship. Select DIAGNOSTICS to find out what's going on. You will have to restore the ship's power by salvaging the Artemis Circuit Puzzle.

ARTEMIS CIRCUIT PUZZLE

Make the connections as shown in the picture and power will be restored. Tia will ask you to run an ID; select ANALYSIS.

You are asked to activate the probe. As before, select STARTUP, DIAGNOSTICS, DEPLOY.

DOOR A (RED DOOR)

You will approach a hatch in the Alien

ship. Tia will ask you to go in and turn on your FLOODLIGHT, so do it. You will then have 15 seconds to have a quick look around.

You will approach a door that leads into the Alien ship. Selecting ANALYSIS will tell you that the door is photon reactive.

To open the door, use the MULTILIGHT CONTROL. Use any colour light.

Tia and the other blake can't fit through the door but conveniently you can. Go in and you will find yourself in the Crew Quarters where you can move around using the green indicators.

FIND THE ORB

When the probe enters the Crew Quarters, it flies to the back chamber. Click forward (middle of the video screen) to go to the front chamber. When you get there, spin 90° to your right where you will be faced by four groups of pads. Click on the bottom right group (of three). The orb is in the upper left pod and is guarded by an



alien. Click on the pod and be prepared to do battle with the alien, who will throw you to the back of the pod. Your laser will automatically become armed so fire the mutro with it and use the GRAPPLE-ARM to grab the orb. Exit the Crew Quarters through the same door that you came in.

From here you go to the Rest-room, which is purely a cinematic sequence, with no interactivity. After the Rest-room, you will travel through the Central Hub and proceed to Door B.

DOOR B (YELLOW DOOR)

You cannot get the Orb in this door, it can be retrieved in the end game only.

When you approach Door B, you need to run on ANALYSIS. This will tell you that the door is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND.' Record a word, such as YELLOW DOOR, it may come in handy later.

HEXAGON PUZZLE

Use the MULTILIGHT and send the colour yellow. This will reveal the Overlapping Hexagon Puzzle in which you must line up various parts of a hexagon to form a complete central hexagon. Taking the top right hexagon as '1' and running clockwise through to '6', click on each hexagon as indicated. First puzzle: '22 333 4444 5555'. Second puzzle: '22 3333 4 555 6666'. Third puzzle: '2 33 444 5555 6666'.

After a somewhat lengthy cinematic, you will take an elevator up to the Observation Deck. Run on ANALYSIS to discover that it's photon reactive. Open the shutters by clicking on the MULTILIGHT CONTROL, violet light will do.

You will then be required to solve the Sun Puzzle.

SUN PUZZLE

To solve this puzzle, click on the outer hemispheres until they all become yellow. Take the lower left hemisphere as '1' and run clockwise through to '6'. The solution is: '1 3 5 6 2 2 6 6'.

Following this, you will come under attack from a host of bloodthirsty Krinn. Your laser will automatically become activated allowing you to join in with the shoot-fest by clicking on the beasts with your mouse. Be careful not to shoot Tio or Zock as it will not be appreciated. You must shoot 10 Krinn to advance.

Advancing means that good old

Zock accidentally blots a hole in the Observation Deck window and he and Tio get sucked out. To save them, you need to close the shutters. Select the MULTILIGHT CONTROL. Violet light will close them.

During your heroics, the probe takes a knock. Rapidly run DIAGNOSTICS to find out the problem.

PROBE RELAY PUZZLE

The Probe Relay Puzzle will appear which you must solve in a set period of time to survive. To do this, click on the various gates until they are all closed. Take the top right switch as '1', running clockwise to '5' (for the switch with red and blue lights) and finally '9'. The solution is: '3 4 1 2 6 1 4 1 2 9 2 4 1 2 5 1 2'.

Successfully solving the puzzle will result in you winding up back in the control hub at Door C.

DOOR C (BLUE DOOR)

On approaching Door C, run on ANALYSIS. This will tell you that the door is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND.' Record a word, such as BLUE DOOR, as it may be useful later.

Use the MULTILIGHT to send the colour blue. This will open to the Door C puzzle which is called the Rhythm Puzzle.

RHYTHM PUZZLE

Arrange the various outer shapes so that they correspond to a complete inner hexagon with no overlapping grey triangles.

An elevator will then take you and your cohorts up to the Meditation Chamber. The hapless Zock screws up again and falls down the elevator shaft. Although it is tempting to leave him there and concentrate on Tio, he will need rescuing if you wish to continue the game. Follow him down the shaft and pull him back up, clicking on thrust (the bottom icon) just before the bottom. Zock will then be dropped back on to the platform and show his gratitude by trying to get off with Tio Correre in front of your face.

Eventually, you will drop into another NAV movie, allowing you to circle the statue in the Meditation Chamber. Run on ANALYSIS to discover that it's photon reactive. Look for the blue button in the centre of the statue's platform. Click on any colour in the MULTILIGHT CONTROL. An object will fly out and morph

into the Orbits Puzzle.

ORBITS PUZZLE

Solve this by arranging the four moveable planets in such a way that they make the fifth planet produce an eclipse.

The sky will then morph to a nighttime scene with planets and you will enter another navigational movie, enabling you to move back and forth from the planets to the statue. To get the statue to release the hidden Orb, transmit the colour sequence found on the outside of the door that led to this Meditation Chamber.

The statue will offer the Orb and Zock will take it. You are then led down the elevator and into the Central Hub.



Hexagon puzzle.



Sun puzzle.



Probee puzzle.



Rotating Shapes puzzle.

RETRIEVING THE CLAW

Spin to the left. Click on the spidery looking object on the long arm. You will approach it.

Follow these instructions:

1. Transmit a red MULTILIGHT colour.

continued over >

play guide

continued >

1. This will cause the loser to lower.
2. Transmit a blue MULTILIGHT colour. This will cause the loser to morph.
- You now need to make three cuts.
3. Transmit violet MULTILIGHT colour - cut #1
4. Transmit orange MULTILIGHT colour - cut #2
5. Transmit violet MULTILIGHT colour - cut #3

Transmitting a green will kill you so it's probably best not to.

After the third cut, the dead alien's claw will be cut off.

Click on the bottom of the video to return to the NAV. Spin to the right until you see the claw, and click on it. Use the GRAPPLE-ARM to pick it up. You will be returned to the Infirmary NAV.

If you already have the Orb, you won't be able to get the claw. You will need to come back and get it during the End Game.

The next cinematic will lead you out of the Infirmary and take you back to the Central Hub and over to Door E.

DOOR E (GREEN DOOR)

When you approach Door E, you need to run on ANALYSIS which will tell you that the door is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND' as a record a word for later use.

Use the MULTILIGHT and send the colour green. This will open to the Door E puzzle which is called the Light Reflectian Puzzle.

REFLECTION PUZZLE

Solve this by connecting the beams from like to like colours, as in the picture.

The Krinn screws up the door and Tio and Zack became trapped, leaving you to open the door from the other side. First you must retrieve the Orb. The cinematic drops you into a navigation movie. Spin about-face and click to go forward. Run on ANALYSIS to discover that it's photon reactive. You will come upon an Orb holder. Use the MULTILIGHT to transmit the correct colour sequence found on the outside of Door E.

The Orb holder will open, use the GRAPPLE-ARM to grab hold of it. You are returned to a navigation section. Spin about-face and click to go forward. You will be outside the entrance to The Maze.

THE MAZE

Here's how to get to the other side and open the door for Tio and Zack.



Reflection puzzle.

CHEATS

To access all the game's 36 scenes, go to the menu screen and hold Left Shift, Right Shift and X, then press C. Use the Jump To option and press up/down to cycle through the scenes.

To obtain a full set of the data records you need, hold Left Shift, Right Shift and X, then press B. Now when you go to the Data option again, you'll be able to cycle through all the various records.

To gain possession of all but one orb, hold Left Shift, Right Shift and X, then press A.

2. Turn on the FLOODLIGHT.

3. Go forward.

1. Click to go forward. You have now entered the maze.
2. Turn on the FLOODLIGHT.
3. Go forward.
4. Go forward.
5. Turn left and go forward.
6. Go forward, you will pass on upward ramp.
7. Turn left and go forward.
8. Turn left and go forward.
9. Turn left and go forward.
10. Turn right and go forward.
11. Go forward.

You should now be in the hallway of Door E.

BACK TO MAZE ENTRANCE

There is a little hole in the wall, five chambers to the right of the NAV start point. Click on it to leave the Cryogenics Chamber.

1. Go forward.
2. Go forward.
3. Turn right and go forward.
4. Go forward.
5. Go forward.
6. Turn right and go forward.

You must now go back through the Maze to Door E corridor.

THE MAZE EASTER EGG

(OPTIONAL - CRYOGENICS CHAMBER)

This section is purely for show and to boost the egos of the programmers.

1. Click to go forward. You have now entered the maze.
2. Turn on the FLOODLIGHT.
3. Go forward.
4. Go forward.
5. Turn left and go forward.
6. Go forward, you will pass on upgrade.
7. Turn left and go forward.
8. Turn left and go forward.
9. Turn left and go forward.
10. Turn right and go forward.
11. Go forward.

This brings you to the Cryogenics Chamber. Check out some really ugly people who have met an unfortunate fate.

In order of appearance (moving right) Mark Giombruno, Andy Murdock, Britton Peddie, Drew Vinciguerra, Bill Niemeyer, Eric Chodwick, Louro Hoinkie, Gody Choncellor, Steve Goeckler, Mike Larsan

point. This will take you into another room filled with more ugly frazen people.

In order of appearance: Joy Fitt, Gustava Ramirez, Marco Bertolda, Tim O'Meara, John Evershed, Dove Felton, Naah Kennedy, Thom Bishop, Bill Zelinsky, Kirsten Turrigiana, Jim Lively.

DOOR F (PURPLE DOOR)

When you approach Door F, you need to run on ANALYSIS which tells you that the door is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND.' Record a word as you will need it later.

Use the MULTILIGHT and send the colour purple. This will open to the Door F puzzle which is called Avoid the Triangles Puzzle.

AVOID THE TRIANGLES

It is a pseudo naughts and crosses game where you play against the computer to create an unbroken loop of at least four pieces.

You will then enter the Seminary Ring. Run on ANALYSIS to discover that it's photon reactive. You can NAV around by clicking on the NAV indicators in the video window. Use the MULTILIGHT CONTROL to send a different coloured light to the plates. Certain colours will cause Frescos to appear on the plates. Each plate has two Frescos. Required colours will match the Fresco colour. Click an ANALYSIS to record a word that each Fresco represents. You will need some of these Fresco Wards later on, in the Chrysalis Chamber.

- Fresco #1a - Green
- Fresco #2a - Orange
- Fresco #3a - Green
- Fresco #4a - Red (for good ending)
- Fresco #5a - Red
- Fresco #6a - Blue
- Fresco #7a - Red
- Fresco #1b - Blue
- Fresco #2b - Red
- Fresco #3b - Green
- Fresco #4b - Yellow
- Fresco #5b - Yellow
- Fresco #6b - Blue
- Fresco #7b - Red

Exit the Fresco NAV from the plate which you entered.

Tio walks out onto an Orb platform. A force field traps her. Use the word recorded from Door F (it ends with a vertical line downwards) to turn off the force field and save the India-Chinese beauty. You have ten seconds to do this otherwise she will die an early death. The cinematic will lead you out back



ANOTHER EASTER EGG

There is a little hole in the wall, four chambers to the right of the NAV start

into the Central Hub.

CENTRAL HUB

There are no interactivity points in the Central Hub.

If you have only found one Orb then the sequence plays "At least we have got this." If you've managed to find more than one, it plays "At least we have got these."

You must now return to the game and recover all the Orbs you missed. There are six in total.

END GAME

For all doors in the End Game, start at the Central Hub entry point.

The doors are laid out sequentially in a clockwise fashion, starting at Door A (Red) and proceeding to Door B (Yellow), Door C (Blue), Door D (Orange), Door E (Green), and Door F (Purple).

When returning from a Door in the End Game, you are always returned to the Central Hub looking towards Door A.

DOOR A RED GAME (RED DOOR)

Since you didn't have to open this door at the beginning, you must now solve the Door A puzzle.

When you approach Door A, run on ANALYSIS to discover that it is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND.' Record a word as you may need it later.

Use the MULTILIGHT CONTROL and send the colour red. This will open to the Door A puzzle which is called the Rubik Hexagon Puzzle.

RUBIK HEXAGON PUZZLE

Rotate the groups of colours until the central pattern resembles that of the one in the top right of the screen, as shown in the picture.

The door will open and you will proceed down Corridor A into the Corridor NAV, where you may spin around 360° to observe the oreo. Proceed forward down the corridor to the Door A antechamber.

Spin to the right and click on the door with the dead alien. This will lead you into the Crew Quarters.

To find the Orb in the Crew Quarters: When the probe enters the Crew Quarters, it flies to the back chamber. Click forward to go to the front chamber. When you get there, spin 90° to your right where you will be

faced by four groups of pods. Click on the bottom right group (of three). The orb is in the upper left pod and is guarded by an alien. Click on the pod and be prepared to do battle with the alien, who will throw you to the back of the pod. Your laser will automatically become armed so slay the beast and use the GRAPPLER-ARM to grab the orb.

Exit the Crew Quarters by leaving through the door you entered. You are returned to the Door A antechamber. Spin 90° to the left. Click on the door (it is the one right before the one with the alien stuck in it).

You will travel down Corridor A into the Corridor NAV. You may spin around to observe the oreo. Click to go forward, and you will return to the Central Hub.

DOOR B END GAME (YELLOW DOOR)

Spin to the Yellow Door and click on it. Use the MULTILIGHT CONTROL to transmit yellow.

The door will open and you will proceed down Corridor B to the Corridor NAV. Proceed forward down the corridor to Door B antechamber.

Spin to the left and click on the door. This will lead you to the Environmental Control. Spin right, you will see an Orb holder. Run on ANALYSIS to discover that it's photon reactive. Click on the Orb holder. Transmit the language that you previously recorded outside the Yellow Door.

The Orb holder will open. Select GRAPPLER-ARM to retrieve the Orb. Click the bottom of the video to go back to the door entrance.

SIGHT SEEING TOUR

If you wish, you can go for a sight-seeing tour at this stage: Click on the door. You return to the Door B Antechamber. Spin to the left. Click on the door. You will proceed to the Engine Room.

Click to go forward. You will reach the far Hub of the Engine Room. You can spin around 360° to observe the oreo. Exit from where you entered.

You will return to the main Engine Room NAV. Spin right 120°. Click on the path. This will take you to a dead end. Spin around and exit from where you came. You will be returned to the main Engine Room NAV.

Click forward to leave the Engine Room. You will return to Door B antechamber.

Click to go forward through the door

and down Corridor B.

You will reach Corridor B NAV. You may spin around 360° to observe the oreo. Click to go forward. You will be returned back to the Central Hub.

DOOR C END GAME (BLUE DOOR)

Spin right to the Blue Door and click on it. You will approach the door, use the MULTILIGHT CONTROL to transmit blue.

The door will open and you will proceed up the elevator shaft to the Meditation Chamber NAV. This NAV movie allows navigation around the statue in the Meditation Chamber. If you haven't already solved this section, look for the blue button in the centre of the statue's platform. Click on the MULTILIGHT CONTROL, any colour will work. A statue pod will fly out and morph into the Orbits Puzzle.



Rubik's puzzle.

ORBITS PUZZLE

To solve this, arrange the manoeuvrable planets so as to cause an eclipse on the unmanoeuvrable planet.

When you win the Orbits Puzzle, the sky will morph to a night-time scene with planets. This is a NAV movie which will let you NAV back and forth from the planets to the statue. To get the statue to release the hidden Orb, you must transmit the sequence as found outside the Blue Door.

The statue will release the Orb. Select GRAPPLER-ARM to retrieve the Orb and return to the Meditation Chamber NAV.

Spin around behind the statue until you can see the elevator shaft. Click on the hole. You will travel back down the elevator and back to the Central Hub.



Mistakes will be fatal...

DOOR D END GAME (ORANGE DOOR)

In Door D, there are two items to be retrieved - an Orb and an alien Claw. They can only be retrieved one at a time (the probe only has one GRAPPLER-ARM).



Ari tiptoes toward an Orb.

RETRIEVING THE ORB

Spin right four doors to the Orange Door, and click on it. You will approach the door, use the MULTILIGHT CONTROL to transmit Orange.

The door will open and you will proceed down Corridor D to the Corridor D NAV. You may spin around 360° to observe the oreo. Proceed forward down the corridor to the Infirmary.

In the Infirmary NAV movie, spin to

continued over >

play guide

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the right. Click on the Orb holder (it is between the 2nd and 3rd leftmost sick-bay pads). Transmit the colour sequence originally found outside Orange Daar.

The Orb holder will open. Use the GRAPPLE-ARM to grab the Orb. You are returned to the NAV.

RETRIEVING THE CLAW

If you already have the Orb, you won't be able to get the Claw.

But if you haven't, then spin to the left. Click on the spidery looking abject on the long arm. You will approach it.

Follow these instructions:

1. Transmit a red MULTILIGHT colour. This will cause the laser to lower.
2. Transmit a blue MULTILIGHT colour. This will cause the laser to morph.
- You now need to make three cuts.
3. Transmit orange MULTILIGHT colour - cut #1
4. Transmit yellow MULTILIGHT colour - cut #2
5. Transmit purple MULTILIGHT colour - cut #3

Transmitting a green will kill you so it's probably best not to.

After the third cut, the dead alien's claw will be cut off.

Click on the bottom of the video to return to the NAV. Spin to the right until you see the claw, and click on it. Use the GRAPPLE-ARM to pick it up. You will be returned to the Infirmary NAV.

Click to go forward through the door and down Corridor D. You will reach Corridor D NAV and may spin around 360° to observe the area. Click to go forward. You will be returned to the Central Hub.

DOOR F END GAME (PURPLE DOOR)

Spin right five doors to the Green Door and click on it. You will approach the door, use the MULTILIGHT CONTROL to transmit green.

The door will open and you will proceed down corridor E to the Corridor E NAV, where you may spin around 360° to observe the area. Proceed forward to the Farm Area.

You will end up facing the entrance to The Maze. Spin about-face and go forward. You will come upon an Orb holder. Transmit the sequence found outside the Green Door.

The Orb holder will open, use the GRAPPLE-ARM to retrieve the Orb. You are returned to the Farm Area NAV and will have to find your way back.



Saving patterns is crucial.



A forcefield could save you.



The Queen emerges...



but things are going wrong.

THE MAZE

Here's how to get to the other side and open the door for Tia and Zack.

1. Click to go forward. You have now entered the maze.
2. Turn on the FLOODLIGHT.
3. Go forward.
4. Go forward.
5. Turn left and go forward.
6. Go forward, you will pass on upgrade.
7. Turn left and go forward.
8. Turn left and go forward.
9. Turn left and go forward.
10. Turn right and go forward.
11. Go forward.

Turn left when you exit the Maze and you will find your way back to the Central Hub.

DOOR F END GAME (PURPLE DOOR)

In Door F there are no items to be retrieved - Tia gets the Orb in the cinematic. This door is used to review the Frescos. They are visual clues to solving the game.

Spin left one door to the Purple Door and click on it. You will approach the door, use the MULTILIGHT CONTROL to transmit purple.

The door will open and you will proceed down Corridor F to the Corridor F NAV. You may spin around 360° to observe the area. Proceed forward down the corridor to the Seminary.

Click on the door to the left. Enter the back chamber of the Seminary. Spin about-face. Go through the door and back to the main chamber of the Seminary. Spin to face the Frescos.

Click on the Fresco plate, you will now enter the Fresco NAV. Use the MULTILIGHT CONTROL to end a different colored light to the plates. Certain colors will cause Frescos to appear on the plates. Each plate has two Frescos. Required colors will match the Fresco color. Click an ANALYSIS to record a ward that each Fresco represents. You will need some of these Fresco Wards later on, in the Chrysalis Chamber. It is advisable not to record every single Fresco as your database will become full, causing problems later on.

Fresco #1a - Green

Fresco #2a - Orange

Fresco #3a - Purple

Fresco #4a - Red (for good ending)

Fresco #5a - Red

Fresco #6a - Orange

Fresco #7a - Red

Fresco #1b - Blue

Fresco #2b - Red
Fresco #3b - Blue
Fresco #4b - Yellow
Fresco #5b - Blue
Fresco #6b - Yellow
Fresco #7b - Yellow

Exit the Fresco NAV from the plate which you entered. Go forward through the door and down Corridor F into another NAV, where again you may spin around 360° to observe the area. Go forward to the Central Hub.

CHRYASALIS

Once you have found all six Orbs, some weird stuff happens. To progress, you need the Claw which, if you gave it to him, Zack discarded on the floor. Look around the Central Hub until you find it and pick it up with the GRAPPLE-ARM.

Tia and Zack go up the Central Hub chamber and the Chrysalis chamber.

You fly to the Priest. Analyse the alien and get two multi-light patterns.

The alien sees Tia and Zack and starts coming towards them. Send one of the Fresco Wards (Fresco #1) to communicate with the alien.

If you then send the correct Fresco Ward (Fresco #4), you'll get...

STAR TREK ENDING

The Alien puts up a force field that reduces the temperature. A second Fresco Ward needs to be sent to tell the Alien to protect the ship. If the wrong ward is sent, or none at all, then you fry in the burning Artemis and the game ends. If the correct Fresco Ward is sent then the happy cinematic plays.

ALIENS ENDING

If the incorrect Fresco Word is sent to the alien, or nothing sent at all, then it attacks. A battle begins and the Priest must be killed. If it is not killed then the game ends.

If the Priest is killed then the Queen comes out of the shell and begins to attack. You have to lower the light beams so that the alien can be killed. This is done by transmitting the MULTILIGHT sequence obtained from the Priest. If it isn't transmitted, everyone dies.

If it is transmitted then the Queen is killed and you must solve the final Navigation Puzzle in order to navigate the ship away from the sun. If the puzzle is solved then the ship moves away from the sun and the game ends. Otherwise, everyone dies a tragic death. □ ssw

Interactive

Correspondence from around the world concerning the wonderful world of 3DO

I recently wrote a letter to you praising your magazine, which I have been an avid reader of since issue one, and which has been of an extremely high standard until now. The rather insubstantial issue 10 is, however, an extremely disappointing effort on your part. 1) I would have thought that the justification for going monthly would have been that there was sufficient material to support a full size magazine each month; but you have already reduced the size of your magazine from 68 pages (in issue 1-9) to 36 pages in issue 10 to allow you to publish on a monthly basis. In addition, four game reviews in one issue would not seem to justify monthly publishing. The primary 'justification' to readers for us going monthly was that was what they wanted. We received constant complaints from people that two months was too long to wait for information on their games system, the latest news, reviews etc, which is quite obvious. The main reason we didn't go monthly was that arranging demo's would be a huge problem - and as it turns out it's worse than we expected.

The reason we had to go monthly was economics. A bimonthly magazine has, obviously, twice the per issue overhead costs (staffing, rent, computers etc.) as a monthly one. When the 3DO market began to decline, Paragon could no longer justify supporting these costs. Initially, we expected to maintain the magazine's size when it went monthly, and even added an expensive jewel-box case to increase the quality feel - issue 8 was intended to be the first monthly issue. Unfortunately, after Xmas many companies switched their focus to PlayStation, GoldStar pulled out of the console market, Panasonic and Studio 3DO cut back their European offices... and overall advertising revenue practically vanished.

2) I also note that the cover price remains at £5.99; so you are therefore charging £12 for what was previously available at £6 by putting two issues what was previously in one bimonthly issue. Doubling the cost for the same output? Is inflation that rampant? Or do the words 'rip-off' spring to mind.

The main economic benefit of doubling the frequency of the magazine is the halving of per issue overheads. The actual size of the magazine is determined by the amount of advertising we attract per issue. It's doubtful we could afford to do 3DO Magazine bimonthly now. If we did, it would be 36 pages every two months rather than, as now, 36 pages per

month.

On the subject of rip-offs, apart from a special offer in issue one, the subscription price of 12 issues has been £45 ever since. Since pagination began to decline, we've added freebies, such as a joystick or Studio 3DO game, to compensate for the decline in pagination. We're also offering games to our subscribers at rock bottom prices - with minimal profit margin. For subscribers, we think the value-for-money is acceptable. News-stand prices, where distributors and newsagents take half the revenue, are really beyond our control.

3) Next point: the cover disc - okay, so your first choice wasn't available - but how about something new, as opposed to what was previously supplied with issue 2. Or in extreme circumstances, no cover disc and a drop in price?

Snowjob was axed because of the costs of BBFC certification. US Gold simply refused to authorise a Johnny Boozakatone demo. 3DO Decathlon was massively delayed.

Interplay refused permission for their demos. And so on. This issue

we were confident of US Gold's Olympic Games, before that too got delayed. We are trying... Also,

there are a lot of new 3DO owners attracted by the lower price who have asked to see the old demos.

4) One final point - just to be pedantic - you printed a letter which had already appeared in a previous issue. Perhaps you should consider reprinting M Cattell's letter for a 3rd consecutive month as I doubt that you will be receiving too many complimentary letters from long-time readers regarding issue 10.

Each issue, there are one or two letters typed up but which we don't have space for. These are put in a computer file and used next month with new letters. Mr Cattell's was mistakenly put in this file. Sorry for that, but as I hope the letters below make clear we do still have readers eager to stay with us.

5) You have something of a captive market for 3DO owners in desperate need of a good magazine, but I'm sure if issue 10 is the shape of things to come, there will be a lot of un-renewed subscriptions and many copies of 3DO Magazine sitting unsold on the shelf.

The gap between 3DO 1 and M2 is proving a lot bigger than many people expected. Despite the extreme economic harshness of the European 3DO scene, we want to continue producing the magazine and take it through to M2. As long as our subscribers support us, we'll try our best to do stick with it. There's a lot more to say about 3DO 1 - especially for new owners

eager to catch up on those brilliant back-catalogue games - and each issue brings forward more exciting M2 news. There's undoubtedly no format more packed with potential and true next generation gaming than Matsushita's 64bit monster. It would be a pity if people didn't stay with us until then. Yours hoping that issue 10 was an isolated case.

Neil Armstrong, Tonbridge, Kent.

Firstly I would like to say how much I enjoyed your recent issue. It makes a pleasant change to see a magazine supporting the 3DO rather than berating it. I have only had mine for a month and I am very pleased with it. My friend and I were totally gobsmacked when we played Space Hulk for the first time. My friend bought one the following day and his friend shortly thereafter. So we are having a bit of a 3DO revival here in Darlington, it's a pity I'm not an commission!

One of the reasons I was writing was I have heard about a few problems with the GoldStar machines, is this true? I have had problems with Space Hulk locking up but I thought the program was faulty. Also, what view do you take on the second-hand games market. I have to admit I have bought one myself (Shack Wave), but I am concerned by how many shops do sell them. How do you view the situation, is it cause for concern or not?

Richard Farrell, Darlington.

Welcome to the club! There's a huge array of excellent games for you to catch up with and, what's more, not only are plenty of them available second-hand but new games are available on special offer (such as our subscribers' deal, for example). Given the global market superconsoles must serve, I do not think sales in the UK will have any effect on the production of 3DO software. The GoldStar machine is fully compatible with old 3DO games, NTSC imports as well as UK PAL games, but can be glitchy on Space Hulk. Some readers have asked EA to exchange the game (see below), while others have found using the cheat ABRACADABRA on the main hallway screen gets around most problems. (D=Down, R=Right, A=Up, etc.). Remember to hold down Right Shift while inputting the cheat, which brings up a comprehensive menu.

I'm writing to you as I'm the proud owner of a brand-spanking new FZ-10. I decided it was time to upgrade from my trusty Amiga 600. The system came with FIFA Soccer and StarBlade, to which I've

added Theme Park, Road Rash, Space Hulk, ShockWave and Alare In The Dark, all of which are excellent titles.

With my impressive array of titles, I invited some of my old Amiga pals around to see what they think and they all now want one. We all agreed that the price/performance and 64bit future is a far better deal than the Saturn and PlayStation, despite having slightly superior capabilities and some very sexy games.

As I'm new to the scene, I naturally have a few questions, forgive me if they've been asked a thousand times before.

1) Do you know what CD+G discs are available and where you can get them from?

CD+G discs, essentially music discs with data encoded to allow crude Teletext-type graphics and sometimes lyrics to be displayed on a TV have not been a great success. I seem to remember one of Lou Reed's CDs a few years back had CD+G, but overall the system has sunk without a trace. Have any readers any experience of it?

2) Is there a 3DO VideoCD upgrade like the CDi?

Only in Japan - plans to release such a system here were scrapped when M2 was announced, as it has VideoCD compatibility included for free.

3) Do you need a special camera and film to obtain PhotoCD, and how expensive is it all?

PhotoCD is a Kodak-developed process for putting family snaps on a CD, for slideshow-type presentation on your TV. While dedicated players cost several hundred pounds, the 3DO multiplayer includes it as standard - complete with whizzy zoom and rotate actions. The cost of putting snaps on CD involves £5 for the CD and a per image price of about £1, declining to roughly 70p for 40 or more images. The process works off normal film negatives and is available in most towns through Kodak-supported developers. That's all my queries over with, I look forward to knowing the answers and to the next issue. Thanks!

Jeremy Marrs, Isle Of Wight.

I have been reading your magazine since issue three and I think it is great. I am one of the few people that think that your rating system is spot on, as it is true that people have different opinions on games.

I bought the Need For Speed over a year ago and it is still my number two game, just behind Slam 'N Jam '95, and although it is very easy to win the hook just doesn't go away!

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I would like to introduce myself, I am a lucky man. I've had 'em all, the last one to be draped over my desk was a little beige number with keys in all the right places. Before her I've been seen playing with sexy black ones and mucky white and grey also.

16, 32, 64 - I don't care, when I was younger I even used the 8's, but they don't chew the bit any more. My passion was aiming high, she was grey with a flat round top, I'd seen the adverts begging me to play with her. I entered the shop ready to part with my money. But wait, what's this silver grey number on the bottom shelf. "A lot cheaper," I say to the man on my right. He counters with "Yes, but old, sir." I question him about saving myself, his smile drops whilst mentioning another wad of money needed on the younger model.

"I like my playthings imparted sometimes," I say. This time his smile smashes as it hits the floor. I pay my money, and with the money I've saved, I buy soft things for my new girls to wear. Yes, I am a happy man.

Seriously, it's cheaper, it's got some save game RAM, you don't need an adapter for imports or more pads. It's got a book catalog of two years. The software's cheaper and better. Need I say more? Sega, Sony, ga on holiday, 3DO and M2 are back in town. Me, I'm off to marry my console!

Vaughan Jackson, Lancaster.

Erh...



3DO 10. A touch too much?

continued over >

letters

continued >



The aged but fun Crosh 'N' Burn, the 3DO's elusive (in the UK) launch title

1) On the subject of racing games, I have heard of a shoot-'em-up racer called Crosh 'n' Burn which has been compared to the likes of WipeOut. If it's such a good game, why wasn't it released in this country? I have been contemplating whether to buy it on import but I don't know how badly it will letterbox on my PAL system. Crosh 'N' Burn still crops up on internet newsgroups as a fun blast from the past. The FMV acting was notoriously poor, but playability was good with plenty of challenge, stunning visuals and awesome weapons.

The game was actually written alongside the 3DO OS, which was occasionally reworked to suit the game – since it was the pack-in title, the machine itself couldn't ship until Crosh 'N' Burn was complete. Unsurprisingly some shortcuts were taken in the game programming – which made it incompatible with PAL machines (it tends to lock-up during races) and even some of the newer NTSC machines.

2) On *Killing Time*, I cannot find the flamethrower. Where is it? Also, on some of the screenshots of *Killing Time* there was a weapon apparently not in the game. It seems to be a rod with a couple of rings on the end. What was it? Why can't you save the game on the other levels of *Killing Time*? The flamethrower can be found in the sewers, bear right in the courtyard to find the sewer's entrance. We've never seen any wand weapon ourselves, although the Victorian-style flamethrower does look a little like a wand. As for the lack of a save, that kicks in just at the game's final stages – which I find amazing you've reached without collecting the flamethrower!

3) I have noticed that the games *Power Slide* and *Dino Park Tycoon* have been withdrawn from your Coming Soon list. Will they still be released?

Dino Park Tycoon has been released in America, but as a weak entertainment clone of *Theme Park* it's unlikely to appear in the UK. *Power Slide* has been cancelled on a variety of platforms. Keep up the good work and I look forward to your next issue.

Luke Martin, Surrey.

I would like to thank Electronic Arts for their help concerning Space Hulk, as I own a GoldStar machine and found the game to be incompatible. They let me exchange it for another title, so I chose *Foes Of Ali*. I can't believe you only gave it four stars. I think it deserves at least seven stars (and I don't care if you only give games five stars!). To tell you the truth, it made me decide to put off selling my 3DO for a while. Why don't companies see the true power of the 3DO console and release more games for it. Games like *The Need For Speed* and *Foes Of Ali* prove the 3DO is better than the PlayStation, so what's the problem?

What we do need is a game like *Sega Rally* (thanks a lot Elite for dropping *Powerslide*, you really are not smart!), along with a *Virtua Fighter*-type game (*Ali* shows the 3DO is capable, its graphics are much better than *Tekken*), and a

decent Virtua Cop-style game (that will support the Game Gun on PAL televisions). Do I sound like a Saturn fan? Well, can I help it if it beats the 3DO for new games, and the PlayStation at everything?

NHL postponed until the summer? How about a decent basketball game, say *NBA Live '96*. *Slam 'N' Jam* was awful, and *Acclaim* couldn't release a good game if they were held at gunpoint and made to play *Demolition Man* all day!

Listen to me now. Quiet! Pay attention, I will this only as many times as it takes to get you to stop mentioning M2 when someone asks if such and such game will be released. Nobody owns on M2 yet. Most people haven't even seen one running. It is not due out here for another 27 years, so you have been warned.

Why are the texture-mapped walls in PO'ed so appalling? Your demo features some of the worst texture-mapping I have ever seen! From a distance it is bearable, but up close, the walls disintegrate into blobs and float about. Also, the weapons in the game are mostly all useless. I must say I was extremely disappointed with the demo of PO'ed, while it does become entertaining after a few goes (after the shock of the crap graphics!), it does look extremely amateur. I for one will not buy it.

Lastly, I think all 3DO-supporting companies should start to advertise the 3DO console in public. It is still not too late for the 3DO to make a come-back. The only reason I was going to sell my 3DO was that I was scared I was going to be left with a useless console, like the CD32 or Jaguar, and the M2 add-on for the GoldStar machine looked doubtful. Let's start a 3DO revival campaign! Now!

Stuart Marshall, Fife.

Need For Speed, *Foes Of Ali* and *StarFighter* prove that the 3DO system is fully capable of competing with rival consoles and, indeed, its games seem better targeted for the more mature buyer. A year ago, a £199 3DO would've been regarded as a sure-fire hit. Today, it's regarded sceptically by those who know about it – mainly early adopter game fanatics eagerly awaiting N64 and M2 – while the mass market which would most appreciate such a value-for-money machine (and its superlative back catalog of games) are largely ignorant of it. Although 3DO has enjoyed substantial success in America and, particularly, Japan, in Europe the system seems to have become the ultimate cult machine – fiercely loved by its owners, a mystery to everyone else.

On the subject of new games, we'd love to say Powerslide hadn't been cancelled and Worgards was for 3DO 1, not M2, but it's simply not the case. For game developers, 3DO's toughest competition isn't PlayStation but M2. The brilliantly designed devkit, firmly built on the user-friendly 3DO 1 system, means games begin for 3DO 1 – such as *Descent*, *Disruptor 2* etc. – are easily switched to M2. Questions about this or that game for 3DO 1 inevitably turn to M2 as

that's where so many of them are moving. After all, early rumours suggested M2 might ship as early as last Xmas. In our opinion, we can only take it as a positive sign that so many people share our faith in M2, which will after all be offered as an upgrade to existing 3DO 1 owners.

On the subject of PO'ed, there are some graphical glitches but overall the graphics are quite amazing with some truly alien landscapes and creatures. Moreover, PO'ed gives a full six degrees of movement and a huge variety of stunning weapons. If you've the patience for such a tough, demanding and, yes, occasionally glitchy game it more than rewards you. PO'ed also happens to be an example of that dying breed – a small, start-up developer. The scarcity of such programmers nowadays is a reflection of the costs of 32bit games development in time, people and devkits – and, as you point out, peoples' expectations of games are rising all the time...

Hello. Just thought I'd drop you a line as a happy, contented and well-adjusted 3DO owner. Living in a world of headless chicken-esque fellow owners I feel I must speak out as a voice of calm and reason. I'm happy with my 3DO. I love my 3DO. I would not change my 3DO for another console type thingummy, like a PL... (censored due to blasphemous nature.)

What we must realise is that our little darling is two years older than its fellow consoles. We've had a good run guys and gals and we should be proud of ourselves. We've suffered through bad press, poor release times, lack of advertising and we're winning through. Everyone attacks 3DO Magazine for citing the two letters M2 in the magazine. 3DO mark one was really almost a "warm up" for all those of 3DO. We all know that they had started on M2 as 3DO 1 was released. Now, do I hear cries of "we've been used!" "practice run"! Calm ye gentlefolk. Look at it this way. We got great games first, and we got them before the other consoles were even around. Now we are seeing ports of 3DO games appearing on the PL... in vastly inferior form to our own. We also have the satisfaction to know that without our support in sticking with 3DO, there would not be any 3DO M2 around to knock the socks off the competition. No customers means no cash and that is more equivalent to go to jail than pose go. One quote here: "M2 looks like the first console to live up to its hype" and that from an industry expert (I forget the name.) Quite complaining. Shh, upper lip eh? So there.

dovepelo@eloncomp.demon.co.uk

I am a keen next generation gamer and previous owner of a Sony PlayStation which I sold roughly one week after experiencing the stunned disbelief which 3DO's M2 demo inflicted upon all who saw it. So in anticipation of what should be an incredible piece

of kit, I want to ask for your best guesses in response to the questions which everybody wants to know and nobody wants to answer.

1) When will M2 hit Japan, the USA and the UK?

M2 is currently scheduled for Christmas in Japan, Spring America and Autumn in Europe. The NTSC Japanese upgrade may, however, be compatible with UK systems.

2) Could those one demos featured in issue 5 run on a real M2 on the fly with or without game code and, if so, could it run Model 1 games with graphics of this quality?

According to 3DO, the games were based around M2's real capabilities which are significantly superior to Sega's Model One arcade board.

3) When Hugh Martin says on upgraded (arcade spec) M2 is only 30% more powerful than Sega Model 2 is he just comparing raw polygon counts, or allowing for the greater range of effects in M2?

The main factor in the claim seems to be processing power and polygon count. Remember, David Jones of DMA Design estimated a standard home console M2 had superior overall performance to Sega's Model 2.

4) With M2 delayed, will Matsushita be taking advantage of next generation components, incorporating a PPC604 as the CPU for example?

The PowerPC 602 CPU was designed specifically for relatively low-cost consumer items and further modified to suit M2. The 604 is designed for desktop computers and would not be appropriate for M2. However, as reported last issue Matsushita are considering putting a second 602 into the M2 console, along with other tweaks including possibly increasing its SDRAM memory – which would have a huge impact on its performance.

5) Why have M2's performance claims dropped to 500,000 polygons. Previously it was 700,000. Has M2 not achieved its original spec or is this simply a refreshing honesty being shown by Mr Hawkins.

As far as we're aware, the official specs for M2 remain one million polygons per second (incidentally the same count as for Sega's Model 3 board) and 750,000 with all effects utilised. Some developers have claimed actual performance is dropping below these claims, but Matsushita are investigating ways to get around this, such as the second CPU.

6) Is M2 Racing, the stunning hovercar demo from the E3 show, going to be the very first game for M2?

The hovercars have been replaced by BMWs and Ferraris, but the renamed *IMSA Racing* is already looking very impressive in Studio 3DO's offices and should indeed be one of the first M2 releases. We can't wait! I challenge you to answer all the questions!

Stuart C., Milton Keynes.

3DO Magazine



Stuart Marshall extends his respect to Electronic Arts for *Foes Of Ali*.



M2 Racing: All change. See Stuart C.

Software directory

The essential update to every review from **3DO Magazine**

3D ATLAS

Electronic Arts, TBA

A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is fun. Overall, excellent entertainment.

issue 2, Rating: ****

ALONE IN THE DARK

Infogrames, £39.99

Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline make this an incredibly intimate and atmospheric adventure. Originally released on the PC in '93, it still looks pretty amazing and although it uses a lot of NVRAM, is well worth a look.

issue 1, Rating: ****

ALONE IN THE DARK 2

Infogrames, £39.99

A considerable advance over the original in terms of graphics, violence and size, but slowdown makes a very tough game even more demanding. Newcomers should definitely start with the original, but both games demand almost all the 3DO's NVRAM.

issue 8, Rating: ****

ANOTHER WORLD

Interplay, £39.99

Originally an Amiga game, this was a welcome twist on the platform genre. Rotascoped sprites and stylized cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't tamper with the game's fundamentals, but adds 256 colours to freshen up the visuals.

issue 1, Rating: **

BALLZ

BMG, £39.99

While the fighters are made of just a few



balls, they turn out to be brilliantly animated characters. Combat is in full 3D with plenty of imaginative moves. Although not as precise or satisfying as *SFII*, it's highly original, very playable and quite hilarious.

issue 6, Rating: ***

BATTLE CHESS

Krisolis, £39.99

A worthy attempt to make chess exciting for beginners, its 3D graphics aren't as flash or funny as they might be. However there's an impressive chess engine under the hood while a 2D board is a model of clarity and simplicity.

issue 1, Rating: **

BATTLESPORT

Studio 3DO, £49.99

Quite simply one of the best two-player games ever. The splitscreen action is blisteringly fast, with masses of weaponry and power-ups adding plenty of spice to 3D, goal-scoring action. 50+ levels and tough, varied opponents mean one-player action is brilliant too. The prospect of an M2 sequel is awesome...

issue 6, Rating: *****

BC RACERS

GoldStar/Gameteck, £39.99

A prehistoric race game in every sense of the word. A multitude of tracks, a splitscreen two-player mode and two cartoon graphics can't disguise appalling playability.

issue 9, Rating: *

BLADEFORCE

Studio 3DO, £44.99

A brazen demonstration of fast, detailed 3D in which the environment is the star. Huge, fabulously detailed, heavily defended landscapes provide a considerable challenge with each level taking about an hour to complete. One for hardened, tactically-minded blast'em-up fans.

issue 7, Rating: ****

BRAINDEAD 13

Entertainment International, £44.99

Three CDs are jam-packed with gobsmacking cartoon graphics in an extremely funny and challenging FMV extravaganza. Older players will soon tire of its limitations, but youngsters will love the graphics and the non-linear gameplay is surprisingly sophisticated for this genre.

issue 9, Rating: **

BURNING SOLDIER

Panasonic, £39.99

This follows where *Microcosm* and *Novastorm* trailblazed, with interactive sprites overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for linear gameplay, but manga-esque graphics and a simultaneous two-player mode provide limited compensation.

issue 1, Rating: **

CANNON FODDER

Virgin, £44.99

The sprites may be tiny, but there's a huge

number of levels and gameplay is incredibly addictive with masses of enemies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.

issue 3, Rating: ***

CAPTAIN QUAZAR

Studio 3DO, £49.99

An incredibly fun, cartoon-styled megablast. One or two heroes must shoot their way through to capture three crimelords, each with their own personal planet consisting of huge, sprawling isometric levels. Absolutely everything can be blown to pieces with more mind-boggling explosions than a Warner Bros cartoon.

issue 6, Rating: *****

CRIME PATROL*

American Laser Games

The *Mad Dog II* formula is successfully applied to the considerably more violent scenario of modern day America. The sleazy strip joint scene is a PG classic, while gameplay is tough but fair.

issue 3, Rating: ***

CYBERIA

Interplay, £39.99

You play superspy Zak in a varied and ambitious FMV package including plenty of arcade action and brain-teasing puzzles. Well presented with excellent music from Thomas Dolby, but ultimately rather repetitive and frustrating.

issue 9, Rating: ***

D

Panasonic, £39.99

A young woman arrives in Los Angeles to find a hospital massacre somehow connected to her father. Cut to a spooky house complete with chained up skeleton and ghoulish traps. The challenge may not be enormous in this two CD adventure, but the letterboxed FMV features some of the most stylish pre-rendered graphics yet seen. The sense of atmosphere is brilliantly conveyed and the puzzling gameplay is highly involving.

3DO Gold, Rating: ****

DAEDALUS ENCOUNTER, THE

Panasonic, £49.99

This four CD epic looks better than most Hollywood sci-fi movies with stunning sets, special effects and mega-babe Tia. Cleverly integrated into this FMV epic are a series of logic puzzles - disguised as alien door locks, system repairs etc. - which really get the old grey matter working. If you like that sort of thing, you'll love this and, even if you don't, the slick presentation and excellent control interface could well convert you.

issue 5, Rating: ***

DEATHKEEP

SSI/Mindscape, £39.99

The 3D is some of the most sophisticated and fast yet seen in a *Doom*-style game, but this *Slayer* sequel doesn't make things

easy for you. It takes time to figure out the sprawling 3D mazes with no automap, especially as you must also fight lots of very tough, very vicious monsters. Magical effects, including the ability to fly and light-sourced fireballs, are highlights for those who persist in this intelligent, very demanding game.

issue 8, Rating: ***

DEFCON 5

GoldStar/Gameteck, £39.99

Despite the (akayish) *Doom* appearance, this is a strictly cerebral affair, with you trapped on a deserted moonbase charged with defending the complex (and yourself) from a vicious alien assault. The atmosphere is spot on and whilst interfacing with the base's defence and repair systems is initially confusing, perseverance is well rewarded.

issue 10, Rating: ****

DEMOLITION MAN*

Virgin, £49.99

This is a glorious showcase bath for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it). Gameplay is a clever mix of genres with beat'em-up, *Doom*, car racing and even *Op Wolf*-style blasting. It makes for a very playable package with a tough challenge.

issue 2, Rating: ***

DOOM

Art Data Interactive, £39.99

A classic of run-and-shoot action is marred by slowdown and a poor save system. Veterans of the PC version won't find much to enjoy, but newcomers will find the supremely addictive gameplay still survives despite the problems. Worth a look.

issue B, Rating: **

DRAGON LORE

Mindscape, £39.99

A surprisingly atmospheric and enjoyable fantasy adventure. The FMV is crisp and sharp, featuring all manner of bizarre dragons, knights and monsters, while interaction is varied and imaginative - even including fun swordfights. The plot is ultimately linear and the puzzles often obscure, but it's an epic of its kind.

issue 9, Rating: ***

DRAGON'S LAIR

Elite, £39.99

More of a cartoon than a game, *Sullivan Bluth's* arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets very tedious very quickly.

issue 1, Rating: **

DRUG WARS*

American Laser Games, £44.99

The most lavishly produced ALG game yet with car crashes, exploding boats and even a runaway bus. Varied locations

Highly
3DO
Magazine
popular



BattleSpart, Studio 3DO



Captain Quazar, Studio 3DO



FIFA International Soccer, EA



Game Guru, Studio 3DO



Gex, Crystal Dynamics

continued over >

directory

continued >



The Horde, Crystal Dynamics



John Madden Football, EA



Killing Time, Studio 3DO



The Need For Speed, EA



PGA Tour Golf, EA



PO'ed, Studio 3DO

include a small Southern town, Chicago and South America. The sense of humour is still going strong, but there's no new gameplay elements and the difficulty level is the fiercest yet.

issue 7, Rating: ********

ESCAPE FROM MONSTER MANOR

Electronic Arts, £39.99

Developed in an amazing four months, this early Doom clone has some neat tricks with translucent sprites, gorgeous texture maps and spooky sonics. The atmospheres of a haunted house are there, but gameplay is rather ghostly.

issue 1, Rating: *******

FAMILY FEUD

Gometek, £39.99

The American inspiration for *Family Fortunes*, this suffers from culturally specific questions you're unlikely to know the answers to, a lousy control interface and poor, minimally animated graphics. In the shadow of *Twisted, Station Invasion* and *Zhadost* this is a very small thing indeed.

issue 2, Rating: *****

FIFA INTERNATIONAL SOCCER

Electronic Arts, £44.99

The most stylish and visually impressive soccer game ever. From the superb FMV intro, spiced with in-game action scenes hardly distinguishable from real-life, to the multitude of camera angles, slow motion controls and sound FX, *FIFA International* is a game that looks good enough to eat. A six-player mode is ideal party fun.

issue 1, Rating: *********

FLASHBACK

US Gold, £44.99

As with its *Another World* prequel, *Flashback's* highly stylised, rotoscoped Amiga graphics and elegant gameplay have adapted easily to numerous formats. The 3DO version adds 256 colours, better sound and enhanced, 3D Studio cut sequences. The excellent platforming puzzles are as absorbing as ever.

issue 4, Rating: *******

FLYING NIGHTMARES

Studio 3DO, £44.99

The first superconsole flight sim really does allow you to soar on your 3DO. The sensation of flight is impressively conveyed, especially with a Flightstick Pro joystick, while the Horrier jumpjet is fully capable of all its famous hovering stunts. The actual game revolves around a three-day campaign to liberate the island of Barcola, a task comprising over 30 different missions – most with primary and secondary targets. There's a strong sense of atmosphere and the gruelling nature of modern air combat will appeal to anyone seeking a challenge, although the graphics are disappointing.

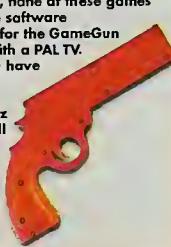
issue 5, Rating: ********

FOES OF AU

Electronic Arts, £44.99

The best boxing sim on any superconsole in terms of depth, atmosphere, range of punches and realistic graphics – individual

The ALG GameGun is compatible with both NTSC and PAL systems, but only works with games which support it (indicated with **). As yet, none of these games include the software necessary for the GameGun to work with a PAL TV. Unless you have an NTSC machine and a 60Hz TV, you will not be able to use a GameGun with them.



baxers can be recognised from their faces, which are slowly turned into bloody mush as fights progress. While demanding of newcomers to the sport, fans will find this absolutely unmissable.

issue 8, Rating: *********

GAME GURU

Studio 3DO, £19.99

The Guru comes with a built-in library of cheats for 39 games, allows you to input new cheat codes printed by us among others and even create your own codes using a hex editor. Also included is a brilliant compression routine to squish save slots down by up to 300%. Although it can only work with games which use the 3DO's NVRAM save system, at the price it's an absolute bargain.

issue 11, Rating: *********

GEX

BMG, £46.95

The 3DO's Sonic or *Maria* with bells on, *Gex* redefines the platform genre in 32bit, postmodern guise. The central Gecko sprite (rendered with over 450 frames of Silicon Graphic animation) can cling to just about anything; use his tail as a whip and collect power-ups with a long gelatinous tongue. Five big and varied worlds provide a reasonable challenge, while non-stop quips voiced by Dana Gould make this fun even for those who thought they'd outgrown the platforming genre.

issue 3, Rating: *********

GRIDDERS

The 3DO Company, £39.99

This challenging puzzler was designed around the 3DO chipset with its intricate puzzles rendered in full 3D. 36 tortuous levels provide a big challenge that will seduce many puzzlers.

issue 1, Rating: *******

HELL

Gometek, £44.99

The scenario is an inspired blend of medieval demonology and hi-tech cyberpunk, while the voices of Dennis Hopper, Groce Janes and Stephanie Seymour (who also appears in digitised form) add star appeal. The gameplay isn't so hot, revolving around too many long-winded conversations that get irksome, but great visuals and a mature, adult oriented approach provide some recompense in this provocative adventure.

issue 5, Rating: *******

HORDE, THE

Crystal Dynamics, £39.99

A brilliantly original game designed for the 3DO system, this seamlessly merges hilarious FMV, intense arcade action and thoughtful strategy into an utterly irresistible package. In the game you play Chauncey, a young knight charged with protecting various villages (and villagers) against the superbly greedy Hordlings. You must speedily organise village defenses – and finances – before quarterly attacks by the loony toon-style Hordlings. Chasing after them with a huge sword is brilliant fun, while interleaved FMV is exceptionally witty with a great pay-off right at the end. It's what your 3DO was made for!

issue 5, Rating: *********

ICEBREAKER

Panasonic, £39.99

Graphics are hardly stunning and scrolling is less than smooth, but this stylishly bizarre blast-em-up is still good fun. 150 levels, 18 background tunes and abstract, pyramid graphics make it a unique, challenging experience.

issue 6, Rating: ********

IMMERCENARY

Electronic Arts, £44.99

Despite an innovative visual style, this

novel Doom variant fails to live up to its promise. The central interface is poor, weapons unexciting and 3D surroundings repetitive. Persevere and the game can become addictive but, sadly, the more progress you make, the easier it becomes. With some restructuring this could have been special – instead of a cult oddity.

issue 4, Rating: ******

INCREDIBLE MACHINE, THE

Sierra, £39.99

A compelling collection of puzzles, which although unenhanced for the 3DO, remains as much fun as it ever was on the PC. Building the eponymous machines requires manipulating a wide range of bizarre objects to wondrous effect. A superb learning curve makes play utterly addictive, and the ability to design and build your own puzzles to fox a friend makes this a highly rewarding package.

issue 2, Rating: ********

IRON ANGEL OF THE APOCALYPSE

Panasonic, £39.99

A bizarre, Japanese Doom variant, this titillates with its fantastic FMV intro, only to implode with a poorly programmed, dingy exploration game. A wasted opportunity.

issue 2, Rating: ******

JAMMIT

BMG, £39.99

A lazy conversion by GTE of an ancient MegaDrive one-on-one (or two) basketball game. Despite the general ineptitude of the coding and lame animation, this still has some merits in two-player mode, with the simplistic format providing furiously competitive play. Hardly essential, but pretty good fun in short bursts.

issue 2, Rating: ******

JOHN MADDEN FOOTBALL

Electronic Arts, £39.99

Irarguably the best American Football game on any format ever. EA's masterpiece merges together incredibly detailed, beautifully animated sprites, stereo sound, slick FMV and sublime gameplay. It also comes with a plethora of options allowing the complete beginner and football pro alike the perfect level of competition. Brilliant in one player mode, unmissable in two, this is an unbelievably impressive product.

issue 1, Rating: *********

JOHNNY BAZOOKATONE

US Gold, £39.99

Despite some occasionally inspired visuals, the 3D modelled graphics being reminiscent (though inferior) to Nintendo's *Donkey Kong Country*, Johnny is plagued with irritating faults and downright poor game design. Despite nods to *Mario* and *Sonic*, Johnny is too hard and flawed to offer a simple high from the joy of playing, but if you've played *Gex* to death, finished *Phoenix 3* and really need a platformer, you may glean some masochistic pleasure.

issue 10, Rating: ******

KILLING TIME

Studio 3DO, £44.99

An inspired riff on the Doom genre which has you exploring a huge haunted house packed with all manner of zombies. The soundtrack is brilliant – genuinely spine-tingling – while the graphics are unbelievably realistic. The framerate does suffer some slowdown, but imaginative puzzles and a for more realistic environment, allowing you to choose your own route through the house, more than makes up. Simply unmissable.

issue 7, Rating: *********

KINGDOM: THE FAR REACHES

Interplay, £39.99

An ancient Laserdisc title is unceremoniously resurrected for 3DO with little success. While the cartoonish graphics and intriguing

adventuring gameplay will please youngsters, the tendency for sudden, unfair deaths will soon turn them off.

issue 6, Rating: ******

LAST BOUNTY HUNTER (THE)

ALG, £39.99

Another GameGun title and it's back to the Old West, tracking down baddies and admiring the ladies of the night. This suffers from a severe lack of ambition after the high budget *Space Pirates*, and despite amusing 'ironic' acting and plenty of action, the formulae seems tired. Again, joypad play is impossible and FMV coding is poor bringing the genre to a anti-climatic close.

issue 11, Rating: *******

LOST EDEN

Virgin, £34.99

An imaginative, B-movie plot about dinosours and humans co-existing allows for some nice FMV visuals, while music is excellent. Adventuring gameplay isn't quite so hot, but not bad for the price.

issue 6, Rating: ******

LOST FILES OF SHERLOCK HOLMES (THE)

Electronic Arts, £39.99

One of the first 'multimedia' releases to appear on the PC, this now seems well past its retirement date. Tiny FMV windows interrupt rather than complement the adventuring, while the plot is distinctly linear. It'll take time to solve it all, but overall most people will wish the files had remained 'lost' on 3DO.

issue 1, Rating: ******

MAD DOG MCCREE*

American Laser Games, £44.99

While a big hit in the arcades, subsequent games have made the original appear rather small and linear – especially for home use. ALG have plenty of superior sequels to consider first.

issue 3, Rating: ******

MAD DOG MCCREE II: THE LOST GOLD*

American Laser Games, £44.99

A huge leap over the original *Mad Dog* introducing a branching structure within a considerably bigger and, for its type, more sophisticated game. The Wild West scenario allows for plenty of laughs.

issue 3, Rating: *******

MAZER

American Laser Games, TBA

A nice idea – *Gauntlet* with bigger, digitised sprites – but totally flawed by appalling gameplay and minuscule levels. Depressingly poor.

issue 6, Rating: *****

MEGARACE

Mindscape, £39.99

Originally a heavily hyped PC CD-ROM title, this has been cleverly reworked for 3DO. Both in-game and TV-style FMV presentation is for more colourful and impressive. Sadly, actual gameplay is a lot less flashy and ultimately repetitive.

issue 1, Rating: *******

MYST

Panasonic, £39.99

A huge hit on the PC, the near photorealistic imagery generated an alarmingly convincing alternate world of IQ-straining puzzles and an intricate storyline. The 3DO version retains all the gameplay and much of the atmosphere, but joypad control and TV-style resolution do blur some of its appeal. Still, if you're the quiet, patient type you might get swept up by this mood piece.

issue 3, Rating: ********

NEED FOR SPEED, THE

Electronic Arts, £44.99

Superb graphics, fantastic Dolby audio,

eight of the world's most exciting super-cars, three absolutely huge routes race on, an unbelievably comprehensive replay mode, jaw-droppingly spectacular crashes, a smarmy opponent, lots of speed cops and, of course, the most realistic car handling ever in a videogame. Take the time to get into it, and you'll be rewarded with one of the very best games ever.

issue 1, Rating: ★★★★

NIGHT TRAP

Virgin, £39.99

Oh dear. Originally developed for the MegaCD, *Nighttrap* is a sad little exploitation title that goes for the adolescent audience by offering the player the chance to view semi-clad gilfies running about a besieged house. The FMV is of a high standard – much better than the acting – and presentation is slick, but it matters little when gameplay's dire.

issue 1, Rating: ★

OFF-WORLD INTERCEPTOR

Crystal Dynamics, £39.99

A virtuoso display of the 3DO's chipset in action with stunning 3D, texture-mapped landscapes, masses of explosions, nippy rival cars and enemy gunfire. A fast, frantic shoot-'em-up cum race game it's okay in one-player mode (lack of a save game is frustrating), fun in two.

issue 1, rating: ★★★★

OPERATION JUMPGATE

Electronic Arts, £29.99

A five mission expansion disc to *Shock Wave*, this offers more more dramatic (hillier) terrain and new, much tougher enemies. Presentation is, again, marvellous and the Dolby surround sound is excellent.

issue 2, Rating: ★★★

PANZER GENERAL

Mindscape, £39.99

This amazingly comprehensive strategy game offers you the chance to lead German forces from the 1939 blitzkrieg of Poland on to invasion of America in 1945... if you're good enough. The manual offers a very useful guide to the first scenario, allowing even beginners to get hooked, but the overall depth, scale and drab graphics make this ultimately far enthusiasts.

issue 6, Rating: ★★★★

PATAANK

Crystal Dynamics, £39.99

Instead of the conventional top down view of a pinball table, P.F. Magic actually place the camera behind the pinball. Stick with it and the game begins to make some sort of (weird) sense. Instead of having flippers your 'craft' has a supply of velocity which you must use to guide it around, hitting power-ups and bonuses as you go. Odd, but strongly enjoyable.

issue 1, Rating: ★★★

PEBBLE BEACH GOLF

Panasonic, £39.99

Although there's only one course and the controls aren't as sophisticated as US Gold's *World Cup* release, the slickly digitised graphics and user-friendly controls make this a very enjoyable experience. In Japan and America, the same game engine has been reused for *Waialae Country Club Golf* and *Wicked 18* – which really is wickedly hard!

Rating: ★★★★

PERFECT GENERAL, THE

Kirin Entertainment, £39.99

Despite offering a more basic introduction to the strategy war game than *Mindscape's Panzer General*, ultra-poor graphics, all-time low FMV actors and a truly awful control system will enrage few wargaming novices. It all looks and plays like a (bad) 8-bit game, and probably shouldn't have

been released at all. As for the 'bonus' game, it seems little more than a programmer's lunch time doodle.

issue 10, Rating: ★★

PGA TOUR GOLF

Electronic Arts, £44.99

Turn down the detail level and a rather sluggish golf sim turns into an amazingly addictive and engrossing experience. Three courses – one more than the PlayStation version – an excellent multi-player option and a wide-range of computer players ensure massive lastability.

issue 9, Rating: ★★★★

PHOENIX 3

Studio 3DO, £44.99

A stylish FMV mini-movie runs throughout the game, providing the link between ultra-violent, blood-splattered platforming action and intense 3D space combat. Both games are very professionally executed and the overall package is highly entertaining.

issue 7, Rating: ★★★★

PO'ED

Studio 3DO, £44.99

25 levels of Doom-style action, only instead of cramped corridors the action takes place in huge, open landscapes which you can fly around using a jetpack. The graphics are beautifully alien, combat is intense and the upgrade weapons – including a powerdrill and remote-control missile – are utterly awesome. All in all one of the most original and exciting 3DO releases for some time with a truly tough challenge.

issue 2, Rating: ★★★★

POWERS KINGDOM

Panasonic, £39.99

A very Japanese RPG which boasts some impressively cinematic effects. There's a large variety of totally bizarre creatures, lots of imaginative weapons and some odd landscapes with plenty of good, tactical combat. Over the longer term it does become repetitive, but it's still worth a look.

issue 1, Rating: ★★★

PRIMAL RAGE

GoldStar/Gametek, £39.99

A very impressive conversion of an average coin-op. The control system is awkward, but beat-'em-up fans will enjoy the challenge with tons of moves, sub-games and secrets.

issue 9, Rating: ★★★

PSYCHIC DETECTIVE

Electronic Arts, £49.99

Imagine a noir, B-movie for late night TV revolving around a bizarre, psychic conspiracy with unexplored, but still unsettling undertones of violence and dysfunctional sex. You play Eric Fox, the eponymous detective who can leap into other people's heads and observe what's happening from their perspective. This is a novel, highly ambitious adventure which uses 3 CDs worth of FMV in technically groundbreaking fashion. Recommended for adventurous adventurers.

issue 7, Rating: ★★★★

PUNZIE BOBBLE

Panasonic, £29.99

The hit Neo-Geo coin-op has been substantially enhanced for 3DO with more varied and challenging one-player modes. However, the main appeal of this colourful, Tetris-style game is still an unbelievably addictive two-player mode. Brilliant fun.

issue 7, Rating: ★★★★

QUARANTINE

Gametek £44.99

'Doom in a car' is a superb concept, the FMV intro is great and even the gameplay is initially absorbing. Unfortunately, an indistinct soundtrack and dire graphics dull the promise, relegating Quarantine to the

'missed opportunity' category. Hopefully *Road Warrior* will improve things.

issue 4, Rating: ★★

QUARTERBACK ATTACK

Digital Pictures, £44.99

A first-person FMV perspective on the ultra-violent world of American football. It conveys the bone-shaking impact of the sport with some panache, but gameplay is only briefly diverting.

issue 9, Rating: ★★

REAL PINBALL

Panasonic, £39.99

More conventional than *Pataank*, *Real Pinball* adopts a top-down, slightly tilted perspective. Sadly, indistinct graphics and a ball which moves as if it's encased in treacle ruins playability. Complete rubbish.

issue 1, Rating: ★

REBEL ASSAULT

Electronic Arts, £44.99

This made a big impact on PC CD-ROM with its innovative variety of FMV blousing action skillfully mixed in with Star Wars film clips. The 3DO version looks and plays exactly the same which, when you consider the system's far superior FMV capabilities, is something of a disaster. After the razor-sharp FMV of *Demolition Man* or *StarBlade*, the limited colours and frequent blockiness of the imagery just isn't on. Even fans should be disappointed by this shoddy release.

issue 2, Rating: ★★★

RETURN FIRE

The 3DO Company, £49.99

A sequel to the Amiga hit *Fire Power*, this retains the basic structure but adds in superb Dolby sound, beautifully detailed 3D graphics with intelligent panning and zooming, more levels, more everything basically. Your objective is to capture your enemy's flag from heavily fortified defences. To do this you have a stock of tanks, helicopters, jeeps and APVs, all with unique handling, weapons and abilities. One player mode is great fun – although the challenge isn't huge – but two-player mode is excellent.

issue 2, Rating: ★★★★

RETURN FIRE: MAPS OF DEATH

Studio 3DO, £24.99

While there's no new graphics, masses of redesigned levels provide a considerably tougher and wittier challenge in both one or two-player mode. But remember, to get this 'nice price' disc to work you need save games from the original!

issue 2, Rating: ★★★★

RISE OF THE ROBOTS

Art Data Interactive, £44.99

Rise Of The Robots may be no match for *Super Street Fighter 2* in respect of its combat engine (you can't even jump over your opponent!), but its visuals are truly next generation stuff – if you're shallow enough to care about such things.

issue 1, Rating: ★★

ROAD RASH

Electronic Arts, £44.99

Quite simply one of the best games ever, this unbelievable 3DO spectacular rebuilds the classic Mega Drive game from the ground up. FMV reward, intro and game over clips are superb with music from bands such as Therapy? and Swervedriver, but the game itself is the real star. The racing action starts fast and frantic – and then keeps accelerating. Speeding through a city centre with pedestrians, oncoming traffic, pursuing cops and live other bikes swarming about, their riders trying to punch your face in, is really rather exciting. If you've got a 3DO system, then you must have this stunning title.

issue 1, Rating: ★★★★

Space Hulk, EA

SAMURAI SHODOWN

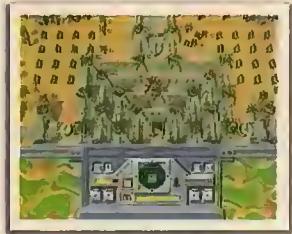
Crystal Dynamics, £39.99

Samurai Showdown is widely regarded as the best beat-'em-up available on the saturated Neo Geo market. Huge, colourful, brilliantly animated sprites, richly detailed backdrops and twelve very different characters to choose from make the game an immensely rewarding experience. It may not be quite as fast as *SSFII*, nor quite so sophisticated, but its bald characters, superbly varied backdrops and imaginative use of weapons put it just beneath its better known peer and a sure-fire hit for beat-'em-up addicts.

issue 1, Rating: ★★★★



Puzzle Bobble, Panasonic



Return Fire, Studio 3DO



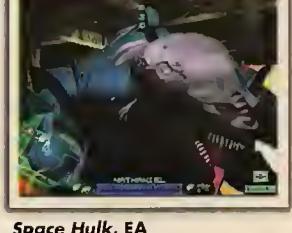
Raad Rash, EA



Samurai Showdown, Crystal Dynamics



Slam 'n' Jam '95, Crystal Dynamics



Space Hulk, EA

continued over >

directory

continued >



StarFighter, Studio 3DO



Striker, Panasonic



Super Street Fighter II X, Panasonic



Theme Park, EA



Virtual Stadium Baseball, EA



Wing Commander III, EA

gramming muscle and graphic artistry. Incredibly, gameplay is equally impressive making this a supremely addictive experience in one or two player mode. Realistic beyond belief – with a non-stop narration from CNN's Van Earl Wright and plenty of play options and stats – this joins *Striker* and *John Madden* in the elite of sporting simulations.

issue 4, Rating: *********

SLAYER

SSI/Lion Entertainment, £39.99

Slayer uses a slick *Doom*-style first person perspective for a more arcade feel than most RPGs, but there's still plenty of options and puzzles to keep the tactically minded occupied. Its sequel, *DeathKeep*, is even more impressive.

issue 1, Rating: ********

SNOWJOB

Studio 3DO, £39.99

Whilst the plot-line isn't as unsettling or risqué as it promises, there's no doubt that *SnowJob* is a thoroughly absorbing, original title. The 360° wraparound locations, which can be zoomed and panned at will are truly breathtaking. There's a breathtaking array of surveillance equipment to utilise, computers to hack into and even a game of *Break Out* to play with. Strip-joints, arcades and bars provide a sleazy backdrop for your adventure, while Tracy Scoggins is truly excellent as Assistant DA and lust object Laura Colabreze. Recommended for adventurers open to something a little different.

issue 10, Rating: *********

SOCCER KID

Krisolis, £39.99

Although only marginally improved over its Amiga parent, this is still worth a look since the original was so good. The eponymous hero not only runs and jumps with the best of his peers, but can also use his ball as a springboard to reach otherwise inaccessible places, collect power-ups and even cannon opponents. It takes time to master all these skills, but it's well worth it with plenty of world locations to explore. Great fun.

issue 1, Rating: ********

SPACE HULK

Electronic Arts, £44.99

This takes on absolutely stunning, *Doom*-style perspective and combines it with an in-depth tactical combat sim and a superb, *Warhammer 40,000* scenario. The atmosphere is incredibly involving, putting Aliens to shame for sheer terror, while action is both incredibly frantic and tactically demanding. Simply superb and quite unmissable.

issue 5, Rating: *********

STARBLADE

Panasonic, £49.99

This stylish shoot-'em-up was a huge hit in the arcades: stunning FMV backdrops are cleverly integrated with real-time generated polygons to superb effect. As well as the original arcade style graphics, the 3DO version even offers an enhanced mode which features stunning texture maps, creating a fabulous package. A spectacular experience, especially on a huge TV.

issue 2, Rating: ********

STAR CONTROL II

Crystal Dynamics, £39.99

Star Control was originally released in the ascetic days of 8-bit games and its conversion to the 3DO does little to enhance the geriatric look. Sprites are blobby and backdrops unremarkable, with only new alien graphics and sampled speech hinting of 32-bit potential. Still, the underlying structure of a huge, open-ended strategy cum exploration cum arcade game is as intriguing as ever. The two-player blos-

'em-up mode is good fun too. issue 1, Rating: ********

STAR FIGHTER

Studio 3DO, £44.99

An utterly awesome 3D blast-'em-up cum futuristic combat sim. There are some 60 missions in all, a huge range of firepower including everything from homing missiles to a whip laser, a massive array of enemies including huge space stations, aircraft carriers and space cruisers, plus wing men for multi-aircraft attacks. All this, in an amazing 3D environment where you can zoom from skimming over the waves right up to the stratosphere. One of the best games yet seen on the 3DO console.

issue 4, Rating: *********

STATION INVASION

The 3DO Company, TBA

Expanding on the successful style developed in the brilliant *Twisted*, Studio 3DO have created a completely wacky FMV extravaganza, with a TV station over run by kids providing the infrastructure on which several enjoyable puzzle and quiz games are hung. An edutainment product for younger players, this is brilliantly executed, with amusing spoof soaps and TV shows offered as reward for winning points, all packaged with consummate skill.

issue 2, Rating: *******

STRIKER – WORLD CUP SPECIAL

Panasonic, £39.99

While *Striker*'s FMV presentation isn't up to EA standards, in-game the tables are reversed with more controllable sprites, faster action and some of the most dazzling animation ever seen. If you can do without the six-player option and all those comical angles, this offers an exceptionally competitive game. The bonus of an indoor arena for frenetic, referee-free action adds immeasurably to the value for money.

issue 3, Rating: *********

SUPER STREET FIGHTER II X

Panasonic, £60

Capcom's *Street Fighter* 2 sold more Super Nintendos than any other game. A sophisticated combat engine allowed for more moves, counter-moves and even counter-counter moves than had previously been imagined. Its depth is unrivalled in this genre – we've been playing various versions in the office for years and the arcade perfect 3DO version is by far the best yet. Despite a variety of imitations, this is by far and away the very best combat game available on the 3DO, providing more than enough entertainment for anyone.

issue 1, Rating: *********

SUPER WING COMMANDER

Electronic Arts, £39.99

Origin totally rewrote the PC original for this stunning 3DO debut. Besides superbly drawn static screens and great FMV, in-game graphics have been marvellously spruced up. With a strong overall narrative, changing according to mission performance, this is an exceptionally engrossing experience. The only drawback is that the sophisticated 3D combat system and intense missions make few concessions for beginners, but perseverance pays off.

issue 1, Rating: ********

SUPREME WARRIOR

Acclaim £44.99

Determined to build on the limited success of their FMV dominated titles *Sewer Shork* and *Night Trap*, Digital Pictures here take on the beat-'em-up genre. Using an omnious first-person perspective, it asks you to thwack a host fighters into submission across lavishly dressed Chinese sets. The production values are really excellent and the skillful editing of short sequences into seamless, lengthy fights impressive, but it all goes wrong with ineffectual moves

and sluggish controls, rendering the game an intriguing curiosity unlikely to seduce beat-'em-up fans.

issue 4, Rating: ******

SYNDICATE

Electronic Arts, £49.99

A seductive blend of ultra violence, brooding visuals and genuinely absorbing game design, this Amiga classic has been a hit on almost every format. An utterly engrossing strategy/arcade game, it has you raising taxes and funding weapons R&D between arcade combat missions set in isometric 3D cities. Superbly varied missions involve assassinating crime lords, abducting political prisoners and much more as you pursue world domination in this terribly absorbing game. Great action, fiendish missions and *Blade Runner*-inspired surroundings make this a genuine classic of software history.

issue 4, Rating: *********

THEME PARK

Electronic Arts, £34.99

Bullfrog's brilliantly addictive sim is set within the crazy world of Disney and Alton Towers. The player has complete control over a mass of variables, all intricately and intelligently linked – put on ice cream vendor too close to a ride, for example, and you'll have kids throwing up everywhere. A compulsive game, this will appeal to 3DO system players who want a little more than just fast, photon spitting sprites from their games. It requires plenty of save memory though!

issue 1, Rating: *********

TOTAL ECLIPSE

Crystal Dynamics, £39.99

One of the first games to really show off the 3DO chipset, this demanding 3D blast-'em-up features a great rock soundtrack, masses of action and absolutely gorgeous texture mapped landscapes. It's an incredibly intense experience, but the lack of a save game on a huge, 20 level blaster can be irksome. Check out our play guide in 3DO Magazine Gold.

issue 1, Rating: *********

TRIP 'D

Panasonic, £39.99

While poor in conventional, *Tetris* mode this semi-clone is good fun in split-screen, competitive mode against either the computer or (especially) another player. There's plenty of special features which allow you to sabotage your opponent, and this certainly adds to a fun package.

issue 6, Rating: *******

TWISTED

Electronic Arts, £39.99

One of the most innovative and intriguing 3DO games yet, *Twisted* uses the system's FMV capabilities to produce the world's first true multimedia game show. The basic objective is for you, and up to three friends, to get to the top of a spiralling staircase, tackling mental puzzles and general knowledge tests on the way. EA have included various difficulty settings so that both the adult and the child can be catered for simultaneously. Bizarre, innovative and good fun.

issue 1, Rating: ********

WORLD CUP GOLF

US Gold, £39.99

The digitised graphics are drab, the controls are sluggish and the much vaunted FMV clips of your tee-offs don't really work. That's just one course doesn't help matters either, but the degree of control available over the ball is impressive, as are the enormous array of play options and tournament styles. Unlikely to seduce novices, but offering a level of realism attractive to pros.

issue 1, Rating: ********

ZHADNOST: THE PEOPLE'S PARTY

Studio 3DO, £34.99

A quiz game for 2-4 players, both your mites and the family will enjoy its wacky FMV and bizarre puzzles. The prequel, *Twisted*, has a more fun atmosphere, but this is cheaper and its puzzles have two-players competing simultaneously. The presentation is up to Studio 3DO's usual high standards making for a fun party around your 3DO. □

issue 5, Rating: *******

3DO Magazine

Coming Soon

There's something for everyone with these upcoming 32bit titles and M2 games...

ACCLAIM

Maximum Surge

A post-apocalypse, FMV shoot-'em-up starring (hurrah!) Yasmin Bleeth of Baywatch fame. [Saan]

Slam City With Scattie Pippin

Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Saan]

AMERICAN LASER GAMES

Fast Draw Shawdawn

None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

Madison High

ALG's first title to be released for their new 'Her Interactive' division. [TBA]

McKenzie & Ca

Yet more rapid-fire action. [Saan]

OrbAtak

An original, non-FMV game developed for the arcades using 3DO technology. A game part should, therefore, be arcade perfect! [TBA]

Shaftout At Old Tucson

Speaks for itself really! [Saan]

ART DATA INTERACTIVE

Chess Wars

A Battle Chess for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Caaper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

Daam II: Hell On Earth

Work has already begun on this much anticipated sequel. [TBA]

BMG

Laadstar

A stunning looking FMV blaster using similar technology to Novastorm.

[Soon.]

Cadillacs & Dinosaurs

A conversion of the cartoony-style coin-op set 600 years in the future. [Saan.]

Wingnut

A bizarre, humorous WWI airborne romp which includes such oddities as flying cows! [TBA]

CAPCOM

Mega Man X3

One of videogaming's most popular and prolific heroes is set to make his 3DO debut with this much anticipated platformer. [TBA]

ELECTRONIC ARTS

Shredfest

Developed by Raad Rash's Mankey Daa team, this will be awesome.

Besides three types of speed races, there are three trick events and two bonus games. [TBA]

Wing Commander IV

Marc Hamill and the rest of the crew return for an even more extravagant installment of the epic space opera. [TBA]

ELITE

OnSide

A comprehensive flight sim including a running commentary and management sim. [TBA]

GOLDSTAR

Firewall

A cyberpunk, cyberspace arcade game which pits you against an AI crew. Action sequences include a 3D flight-combat sequence over China. [TBA]

Fire Waves

Yet another mystery project. What is about GoldStar and fire? [TBA]

INFOGRAMES

Alane In The Dark 3

The final installment of this popular series. This time set in the Wild West (in a ghost town no less). [1996]

INTERPLAY

Caesar's World Of Gambling

The casino that the emperor plays has to games of chance. [TBA]

Casper

An action-strategy game based upon the Spielberg produced film of the classic cartoon. [TBA]

Waterworld

The world's most expensive movie, starring Kevin Costner, is turned into a videogame. [TBA]

JVC

Deadly Skies

An Afterburner-style shoot-'em-up. [TBA]

Varuna's Farces

Sci-fi action game which has you piloting a dreadship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical Daam-style action. [TBA]



Madison High, ALG

PANASONIC

BIOS Fear

An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Saan]

C-Runner

An ambitious road racer with a variety of cars and tracks to offer. [Saan]

Cyberdilla

A wacky send-up of the Daam craze with a cybernetic ormodilla armed with a plunger as the hero! [Saan]

Fun 'n' Games

An add-ball compilation of classics, allegedly. [Saan]

Isis

A puzzle-packed, *Myst*-style adventure only with more animation. [TBA]

Lucienne's Quest

A huge Japanese RPG currently being translated into English. [Saan]

Ultimate Martial Kombat III

MKII's hugely popular mix of gore, digitised graphics and sophisticated combat moves is updated with a total of 14 characters plus animal transformations, even more moves and plenty more to wad beat-'em-up addicts. [August '96]



LoadStar, BMG



Wingnut, BMG

PONY CANYON

F1GP

An officially endorsed, Japanese F1

continued over >

continued > racing sim. [TBA]

RUNANDGUN!, INC

Duellin' Fireman

A spectacular looking 50:50 mix of arcade action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in weird, mutated environment. Should be good fun. [Soon]



OnSide, Elite

STUDIO 3DO

3DO Baseball

Undoubtedly by EA's imminent Virtual Stadium release 3DO are hard at work with their own sim. [TBA]

3DO Decathlon

Up to eight players can compete simultaneously, while real-time 3D athletes are animated using motion capture. The events are 100m Dash, Long Jump, Shot Put, High Jump, 400m Run,



Firewall, GoldStar

Discus, 110m Hurdles, Pole Vault, Javelin and 1500m Run. [Early '96]

US GOLD

Olympic Basketball

America's Dream Team is likely to be pick of the bunch in this eagerly anticipated title. [Early '96]

Olympic Soccer

Silicon Dreams believe they can beat *FIFA Soccer* and their game engine is already very slick. [June '96]

Olympic Games: Track & Field

15 events will test your thumbs to blister-paint with button-bashing frenzies such as the high jump, triple jump and 100 metres. Excellent fencing and pistol-shooting events provide some respite, but the main draw is getting lots of friends round and hammering them into the ground with the finger-crunching swimming. [July '96]

World Cup Golf: Professional Edition

US Gold's well received golf sim spawns an even tougher sequel. [Soon]

VIRGIN

Creature Shock

An imaginatively varied, science fiction themed FMV buster-'em-up with alternating tunnel and shoot-'em-up sequences. [Imminent]

11th Hour

The sequel to the million selling CD-ROM extravaganza, *7th Guest*. Release (on the PC) has been put back several times now which suggests that Virgin want it to be something rather special when it's released later this year. A CD-streamed adventure with a horrific bent. *11th Hour* will have either a 15 or 18 certificate. [TBA] □ ssw

3DO Magazine



AMERICAN LASER GAMES

Shining Sword

A fantasy-themed project with an RPG element. Best of all, it's said to be in full 3D. 'Unknown Title' ALG have gone on record to say they have another M2 game in development.

BULLFROG

Magic Carpet II

A novel shoot-'em-up.

CRYSTAL DYNAMICS

Race Game

Despite falling out with 3DO in early '95, Crystal are now widely believed to be back on board with this much anticipated M2 project.

ELECTRONIC ARTS

John Madden '96

Unconfirmed as yet, but regarded as almost certain, a sequel to the sports classic.

Road Rash

Work is rumoured to be well under way on this eagerly anticipated mega-game.

INTERPLAY

Descent

Doom with a spaceship rather than a shotgun armed

psycho. It's likely to be significantly enhanced over the over-rated PC game.

Clayfighter III

Likely to be one of the first M2 releases, this should take beat-'em-up claymation action to new heights.

Iron Blood

This is an intriguing project by Take 2, the development team behind *Hell: A Cyberpunk Adventure*.

VR Sports

This isn't a game but a new Interplay brand-name for a series of sports sims which will be appearing on M2.

Games so far announced include *American Football*, *Baseball*, *Golf* and *Soccer*.

KONAMI

The alliance with MEI over M2 coin-ops should ensure some awesome conversions to the home console.

SPECTRUM HOLOBYTE

Top Gun

A flight-sim for the 64bit generation. After lead development on PC, this will be converted to N64 and M2.

STUDIO 3DO

Army Men

A Command & Conquer mix of arcade action with tactical-strategic gameplay.

BattleSport 2

Cyclone are known to be

very keen to do on M2 version of their 3DO mega-hit.

Dungean Game

Daom-type arcade-adventure.

Fighting Game

Studio 3DO's answer to *Virtua Fighter* and *Tekken*.

John Daly Golf

A photo-realistic sim based on the British Open champ.

IMSA Racing

A supercar racer developed from the M2 hovercar demo.

BattleSport 2

Cyclone are known to be very keen to do on M2 version of their 3DO mega-hit.

Power Crystal

An utterly awesome RPG which allows you to wonder around 3D, first-person perspective landscape admiring some stunning M2 graphical effects, such as a semi-transparent stream.

Rush

A roller-blading, M2 supercharged variation on the *Road Rash* genre.

Starfighter 64

An M2 version of brilliant original is under consideration, although it could drop in favour of a *Deathrace 2000*-style buster-'em-up race game.

SSI

While no project have been

confirmed as yet, the company president recently went on record to claim M2 'blew away' all competition.

Currently under consideration are *DeathKeep 2*, *Star General* (the *Panzer General* sequel) and *Necrodome* (a PC racing buster-'em-up.)

UNIVERSAL STUDIOS Disrupter 7

The 3DO version has been put on hold, but an M2 update is still possible.

WARP

D2

This is already being advertised in Japan and will use M2's MPEG chip for razor-sharp, pre-rendered graphics in a supremely atmospheric adventure with interactive 3D as well.

WILLIAMS

The *Mortal Kombat III* deal with Panasonic is known to be just part of a broader agreement for other coin-op conversions and possibly original titles. Texture-mapped, digitised, motion-captured totally 3D mega beat-'em-up *War Gods* currently heads the list of possible candidates for M2. Williams are also considering adopting M2 for their arcade hardware.

Coming Soon in 3DO•13

On the 25th of July reviews of *Olympic Games*, *V-Goal* and *Lucienne's Quest*. A complete solution to Gametek's cyberpunk adventure, *Hell*. A playable demo of *Olympic Games*. D2 for M2 preview & more...

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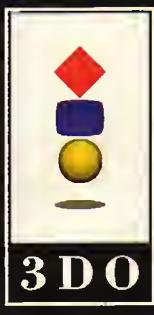
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